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How To Play Against Stronger Players

Vol. 1: Local Positions

SAKAI Michiharu
Professional 8-Dan



English Language
Go Super Book



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Preface To the AGA Edition

In the 1960's, the Japan Go Association (Nihon Kiin) published the popular "Go Super Books," a series of theme-oriented instructional volumes for mid-level players. Immensely popular in Japan, they became legendary among the small, newly formed, rising American go community. Many Western players owned "Super Books" even though we spoke no Japanese, just to derive what benefit we could from studying the diagrams.

Now for the first time, we can study the diagrams and read about them too. When former AGA President John Stephenson and translator Stephen Bretherick decided to produce translations of Japanese material for the AGA, they chose well for this wonderful first effort. With more and more serious beginners entering the US go scene, there is a growing need for material that will help up-and-coming players to climb the ladder of success by defeating those above. The AGA is extremely grateful to the Wings Across Calm Water go club for producing and distributing this book on the AGA's behalf. In a wonderful irony of life in the 21st century, an AGA Chapter that exists only in cyberspace has placed this book in your hands.

This is a book that goes beyond the usual review of moves and sequences, suggesting productive goals and attitudes and then showing how to back them up. Most English-language writing on handicap go counsels patience and restraint for the weaker player. Take your time, we are told, and let the handicap stones assert their power. This book, in contrast, advocates a more aggressive stance. The first four words of commentary on Basic Position 1: "Don't be too respectful." Learn to refute these White overplays, and suddenly *shodan* may not seem so far away.

Roy Laird, President, The American Go Association, New York, January 2001

Introduction

In my many years of working with amateur players, one thing I've felt most acutely is their exaggerated fear of the stronger player. They add a move where none is needed, avoid fights they could easily profit from and in general react in fear to shapeless shadows.

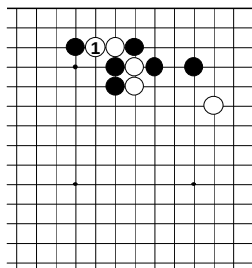
Based on these observations, I've written this book in the hopes that you can cast off your needless fears of stronger players.

The book is divided into two volumes. Volume one treats 25 local positions that frequently arise in handicap games. I expect working through these positions to help build up your fundamental strength. In Volume two, I've examined amateur weaknesses using as source material actual handicap games I've played with students. I'm sure many of these games contain moves not too dissimilar from moves you've played yourself, which should give you a greater appreciation for the lessons they contain.

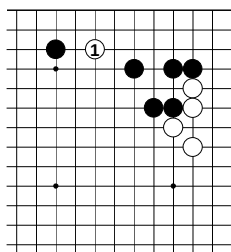
In general, I've tried to select problems at about the 4-5 kyu to shodan level. I hope that reading it will nurture in you a confidence that helps you say "Stronger players don't scare me."

SAKAI Michiharu, Professional 8-dan, Autumn 1969

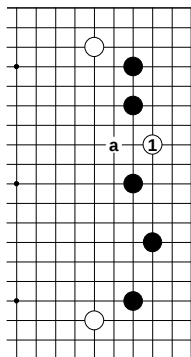
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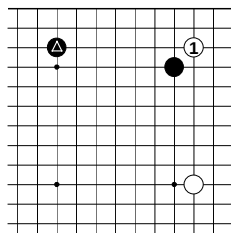
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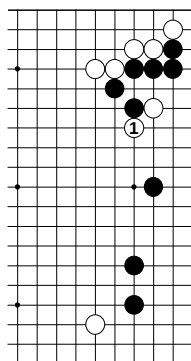
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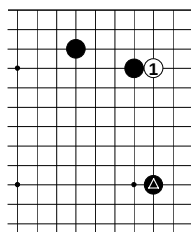
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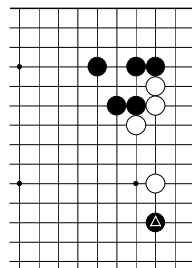
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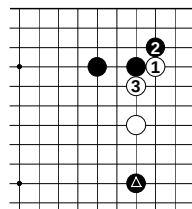
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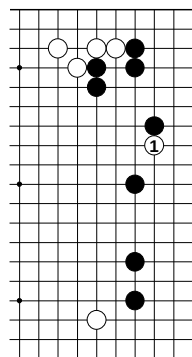
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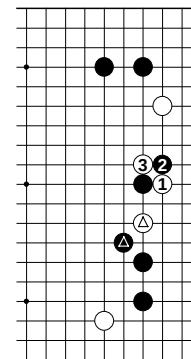
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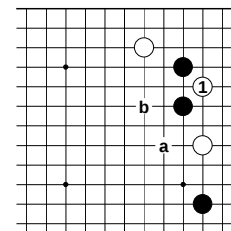
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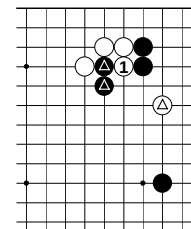
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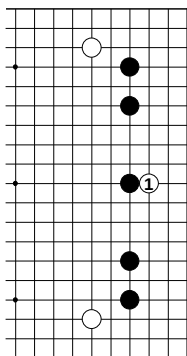
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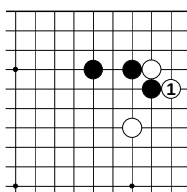
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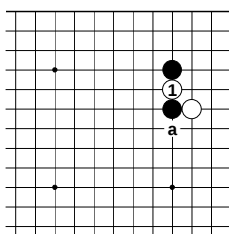
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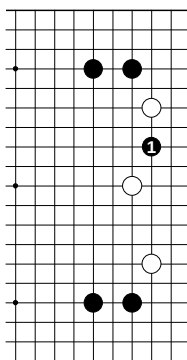
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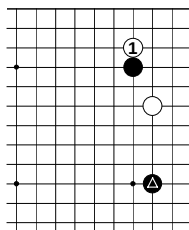
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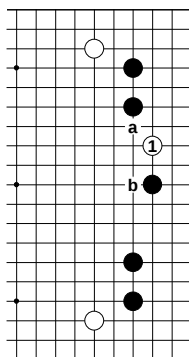
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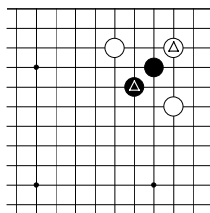
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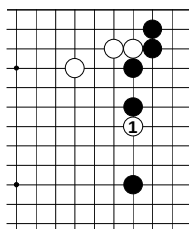
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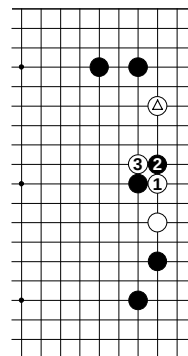
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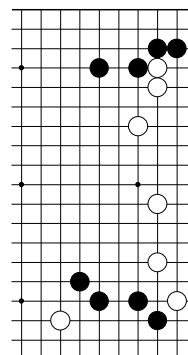
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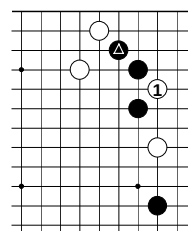
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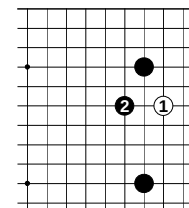
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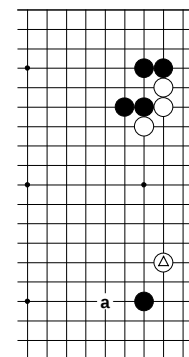
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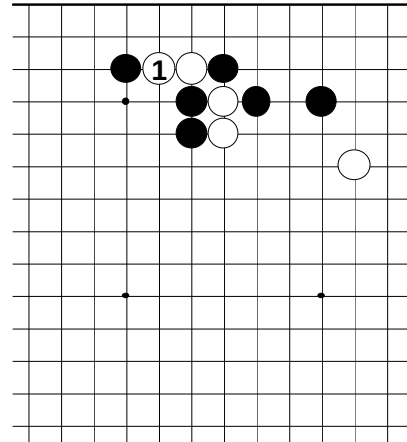


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Basic Position One



WHAT IS THE BEST RESPONSE TO WHITE 1?

Don't Waver

White 1 is an unsound bluff hoping for an error by Black. If Black doesn't know the correct response, he can get in a lot of trouble.

Proper Black Attitude

Firmly taking away liberties is the best way

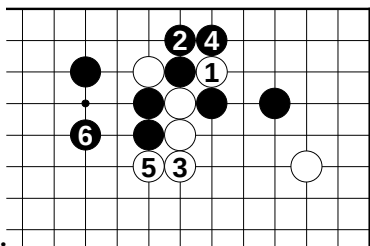


Diagram 1 (Proper play by White)

Instead of 1 in the Basic Position, proper play consists of cutting at 1 and extending to 3. Black grips a stone with 4 and jumps to 6 to complete the *joseki*. White's hope in playing the unsound bluff of 1 in the Basic Position is ...

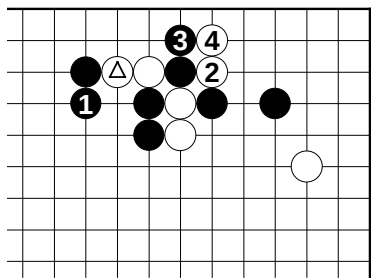


Diagram 2 (Black is snared by the trap)

that Black will extend to 1. Then White cuts at 2 and catches two stones by extending to 4. The marked stone is in just the right position to get the job done. Therefore, instead of Black 1 here

...

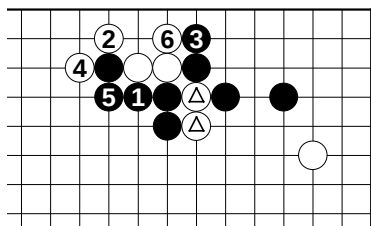


Diagram 3 (Correct resistance by Black)

Black 1 is absolutely necessary. Although the shape is bad, this move takes away a liberty. The best White can manage is to *hane* at 2. If the ladder is favorable, the descent to 3 is a great move. White has nothing better than to give atari with 4 and save the two stones with 6. Black can now turn his attention to attacking the two marked stones

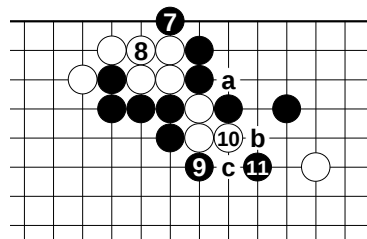


Diagram 4 (A huge success for Black)

Black can give *atari* with 7, then with 9. If White tries to escape with 10, then Black 11 is a brilliant move that stops White cold. White's cut at *a* is a trifle worrying, but Black can squeeze at *b*, then give *atari* at *c*. White is caught in a ladder.

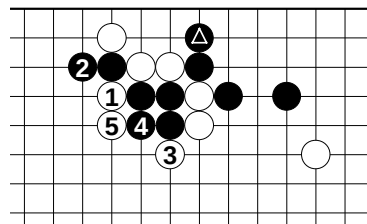


Diagram 5 (Watch for the ladder)

As we mentioned in Diagram 3, the successful result in Diagram 4 is predicated on a ladder being favorable to Black. If the ladder favors White, then it's possible to answer the marked stone with White 1 and 3. Now it is Black whose position crumbles, so you need to watch for this ladder.

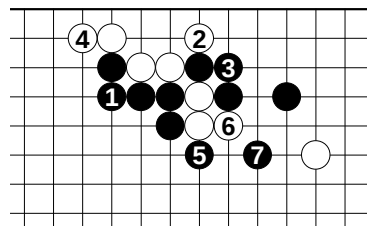


Diagram 6 (Black is fine)

If the ladder is bad Black can solidly connect with 1. White gets some extra space by forcing with 2, but as in Diagram 4, Black can still capture with 5 and 7, with a fine position.

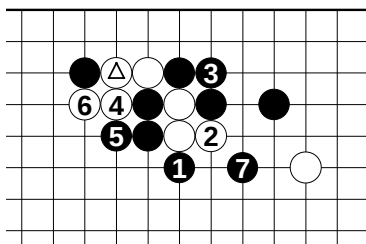


Diagram 7 (White can breathe)

When White plays the marked stone (returning to the Basic Diagram), Black can start by giving *atari* with 1 (although this is less preferable than the course of play in diagrams 3-6). Black's connection at 3 makes a *miai* of the extension at 6 and the net at 7. White will push out with 4 and play will follow the course up to Black 7. This final position is playable for Black.

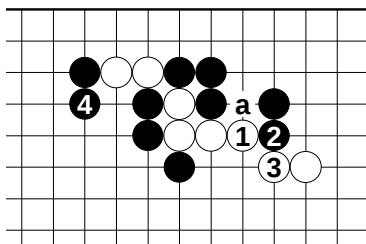


Diagram 8 (If White gets greedy ...)

If White skips 4 in the previous diagram, and hopes to use the push at 1 as a forcing move, he's wishing for an early Christmas. Black can force with 2, then play the extension at 4. Black has absolutely nothing to fear from this fight since Black *a* is forcing. But if Black misses the chance to play at 2...

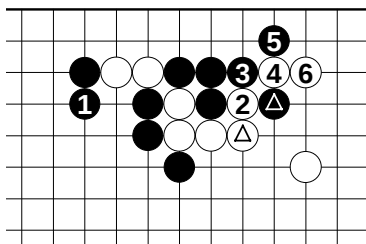
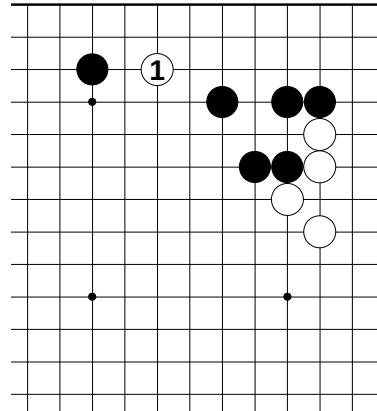


Diagram 9 (White gets his wish)

Hurrying to play the extension at Black 1 gives White his wish after the push and cut of 2 and 4. Black's only option is to give

atari from below with 5, but the loss of the marked stone leaves his position lifeless

Basic Position Two .



HOW SHOULD BLACK ATTACK THE HIGH-HANDED INVASION OF WHITE 1?

Capture Them All

Common sense should tell us that White's invasion at 1 is unreasonable, but if Black doesn't know the correct response he can easily find himself getting swindled.

Proper Black Attitude

If Black attacks correctly there is no way that White can live. Black should look to swallow the invasion whole.

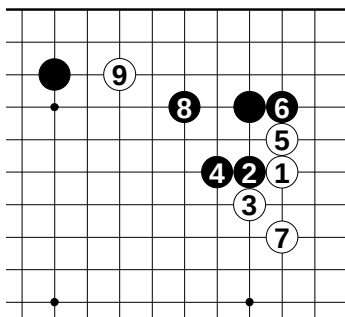


Diagram 1 (Preceding moves)

For reference, here are the moves leading up to the Basic Position. White approaches at 1 and Black responds with the attach-and-extend *joseki*. After White and Black each protect with 7 and 8 respectively, White suddenly invades at 9.

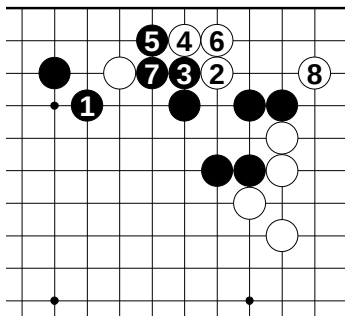


Diagram 2 (Black 1 is an absolute must)

Black 1 is an absolute must. One possible try for White is the peep at 2. For Black to block at 3 and 5 isn't quite right. The problem is that after connecting at 6, White can jump all the way to 8. Now this White group is very unlikely to die.

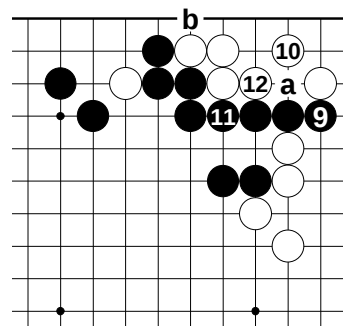


Diagram 3 (White lives)

Continuing from the previous diagram, if Black blocks at 9, White makes shape with 10. This is a great move. When Black connects at 11, White protects with 12. This shape is absolutely alive. Letting White live this brazenly is no good for Black. (If White doesn't play 12, Black *a* followed by the *hane* at *b* will kill the group.)

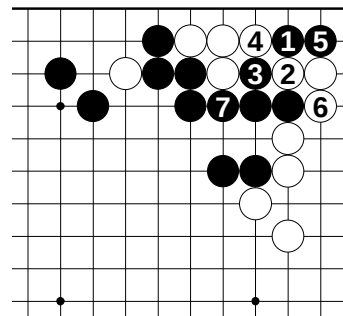


Diagram 4 (Black can resist more vigorously, but)

Instead of Black 9 in the previous diagram, jumping in at 1 is more powerful. Of course White responds with 2 and 4. Now Black 5 is effective. When White connects with 6, Black takes away a liberty with 7.

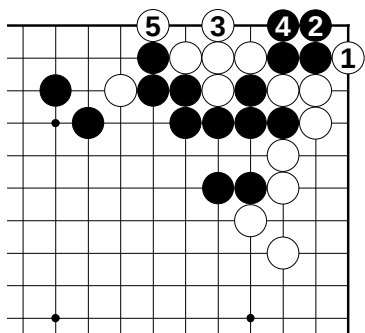


Diagram 5 (Ko)

Continuing from the previous diagram, White must *hane* at 1. Black in turn must bend at 2. Now White 3 is a superb move. Even if Black tries to avoid a *ko* with 4, the *hane* at 5 brings one about. Getting a *ko* in this position is a success for White.

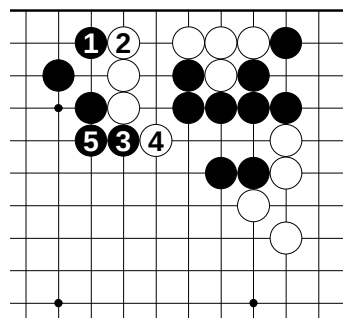


Diagram 7 (Black forcefully captures)

Black's *kosumi* at 1 is the right move. If White blocks at 2, Black blocks at 3 and connects at 5. The entire White group is captured. If instead of 2, White flees with 3, then Black just snips off the tail with 2.

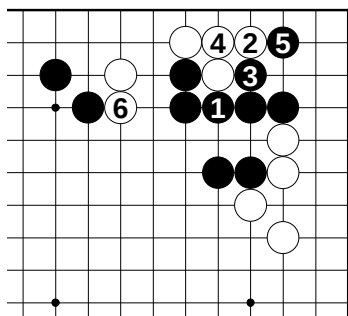


Diagram 6 (Black's correct line of play)

Instead of 5 in Diagram 2, Black should play 1 in this diagram, connecting with good *aji*. The sequence from White's *kosumi* at 2 through the block at Black 5 is forced. Then perhaps White can try to push out with 6. Black's response to this move is the key point.

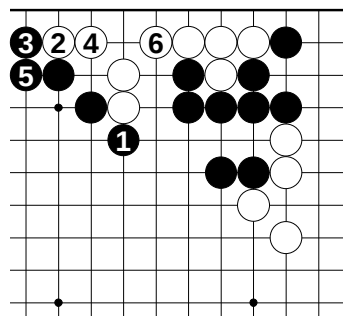


Diagram 8 (A slip by Black)

If Black leaves out 1 in the previous diagram, then the attachment at White 1 succeeds. White responds to 3 and 5 with 4 and 6 and lives. As you can see, Black 1 in Diagram 7 is a vital point.

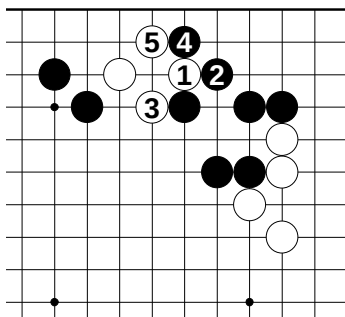


Diagram 9 (Another White success)

(Going back to Diagram 2) White can also attach at 1. This offers formidable resistance. If Black blocks at 2, White makes shape with 3 and sets up a *ko* with 5. White should be able to get a good result here. Therefore, instead of Black 2...

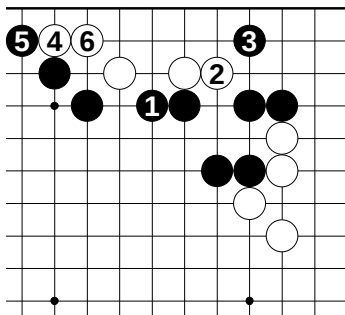


Diagram 10 (A fierce attack)

Extending with Black 1 is an effective attack. If White extends with 2, Black jumps with 3. After attaching and extending with 4 and 6, it looks as if White has gotten some breathing room, but...

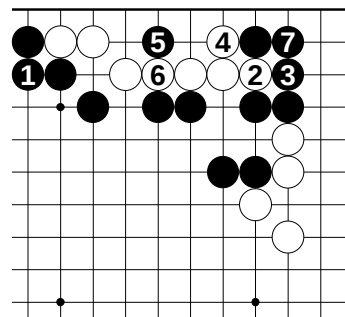


Diagram 11 (A crushing placement)

After Black connects with 1, White can't quite find an easy way to live; that is, when White blocks at 4, Black's placement at 5 is crushing. If Black skips 5 and just connects at 7, White 5 lives. But continuing after 7 ...

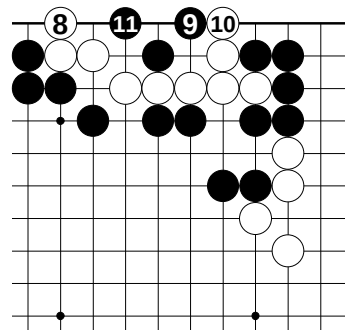
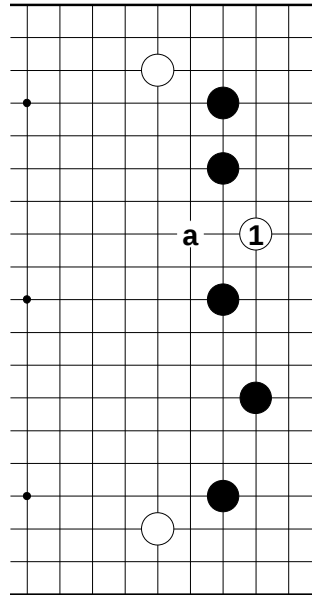


Diagram 12 (5 stone nakade)

Even if White tries to make more space with 8, Black plays the *kosumi* at 9 and again at 11 creating a 5 stone *nakade*. White dies. The move order is important. If instead of 9 Black plays at 11 first, then White plays at 9 and doesn't die.

Basic Position Three



HOW SHOULD BLACK CONTROL THE INVASION OF WHITE 1?

Enclosure comes first

In handicap go, White frequently must dive in with moves knowing that they are unreasonable. White 1 in the Basic Position is a case in point.

Proper Black Attitude

Whatever happens, Black should make sure that this White group couldn't get to the outside easily. Therefore, the first Black move should be an enclosure. You should also study the variations that follow.

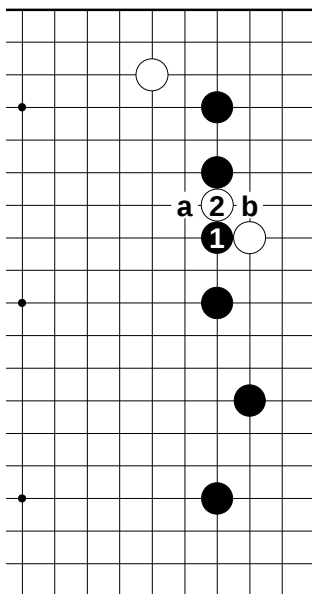


Diagram 1 (Attachment)

No matter what, Black should begin with 1 to prevent White from sticking his head out. This can't be bad. White naturally responds by wedging at 2, looking to separate Black's stones. Now Black has a choice between *a* or *b*; which choice is correct?

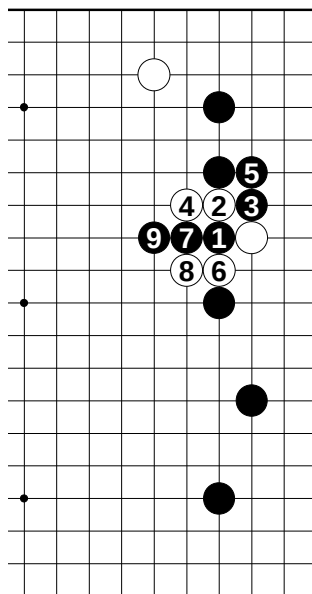


Diagram 2 (Cutting below)

Cutting below at 3 is correct. And when White extends to 4, connecting at 5 is a good move. At first glance, it seems that when White moves out with 6 and 8 that Black's position is getting split, but ...

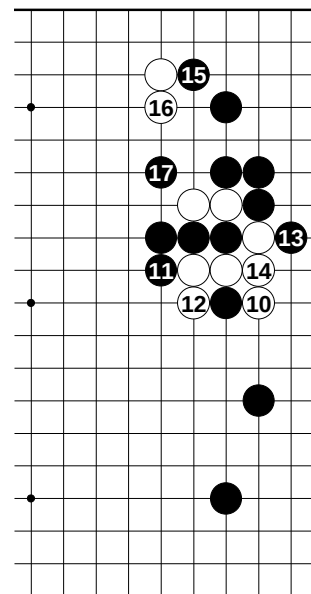


Diagram 3 (Black is secure)

Although White's *hane* at 10 makes a good shape, Black 11 and 13 are a good sequence. Black can force with the attachment at 15 to make White heavy, then capture with 17 to obtain a fully secure position.

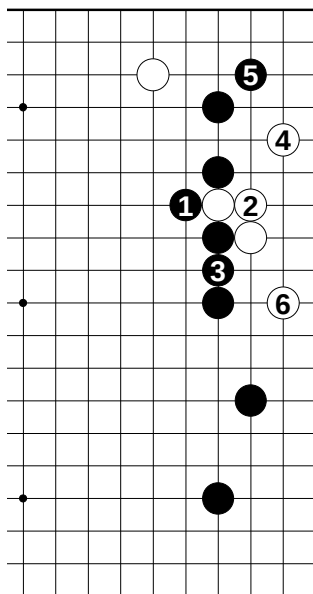


Diagram 4 (White gobbles up Black's territory)

What happens if Black *ataris* from above at 1, instead of from below? When White connects at 2 and Black connects at 3, White can run out with 4 and 6 and live easily. White has gobbled up Black's territory.

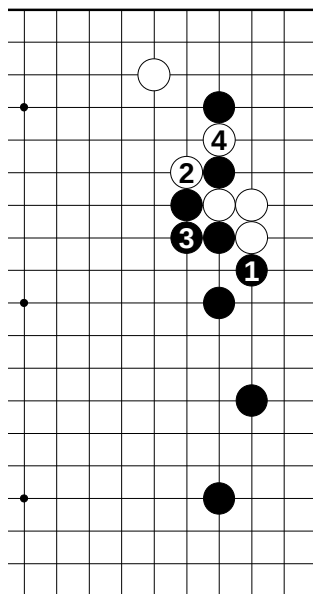


Diagram 5 (Black tries a more violent approach)

The result in the previous diagram is just too bad to tolerate. Instead of 3 in the previous Diagram, 1 in this diagram is more severe. White seemingly has no choice but to cut at 2. After Black's connection at 3, White 4 is a natural try.

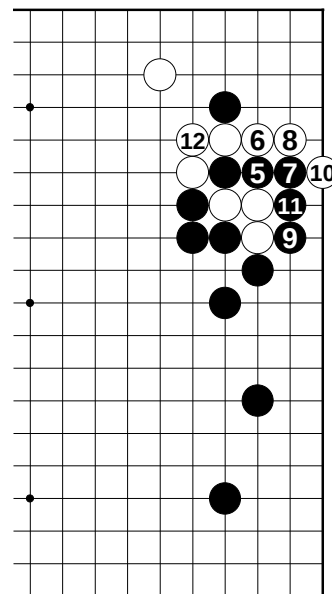


Diagram 6 (Even)

Black 5, escaping, is the only move—if Black tries to cut at 12 instead, things don't work out. Play continues with White giving *atari* at 6 through the connection at 12. The final result gives Black thickness in return for territory for White, an even exchange.

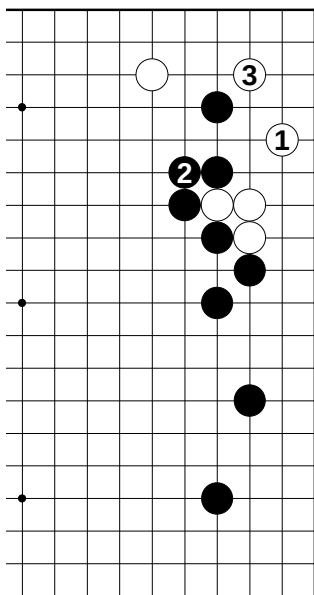


Diagram 7 (White dodges)

The previous diagram ended in an even result, but this is due to a problem in White's play. That is, White should avoid the seemingly natural cut at 2 in Diagram 5, which is too direct.

Instead, White should first run out with 1 in the current diagram. Black has to be patient and connect with 2. But then White grabs the vital 3-3 point with 3, and has skillfully dodged Black's attack.

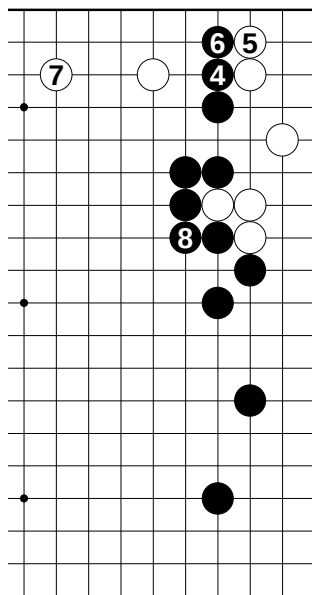


Diagram 8 (White develops quickly)

Continuing from the previous diagram, disrupting the White connection with 4 and 6 is about the best Black can do. White can jump out to 7, developing quickly. Black pretty much needs to repair the cutting point with 8, so not only does White get 7 in, but Black ends in gote. This is no good for Black.

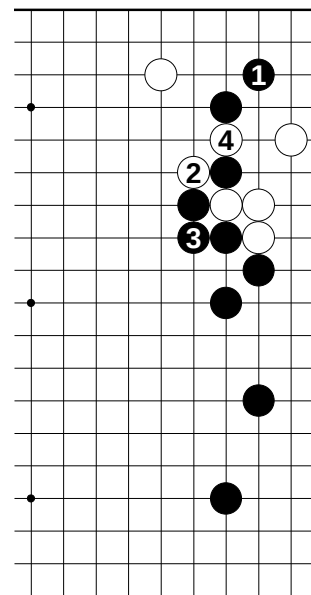


Diagram 9 (Unreasonable for Black)

In Diagram 7, we saw White getting the vital 3-3 point. What happens if Black tries to get there first with 1 in the current diagram? White answers with 2 and 4, exposing Black's play as unreasonable.

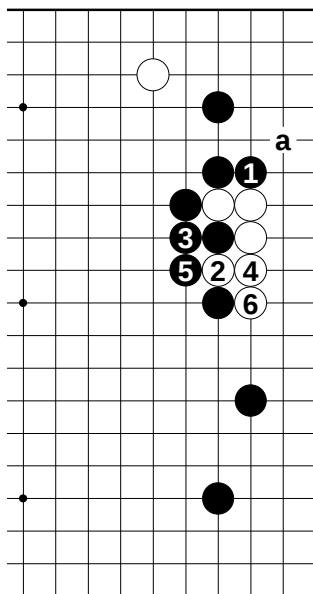


Diagram 10 (Black goes for a capture)
 Black's descent to 1, blocking the knight's move at *a*, is an attempt to capture White. However, White can secure life by playing *atari* at 2 and calmly extending to 6.

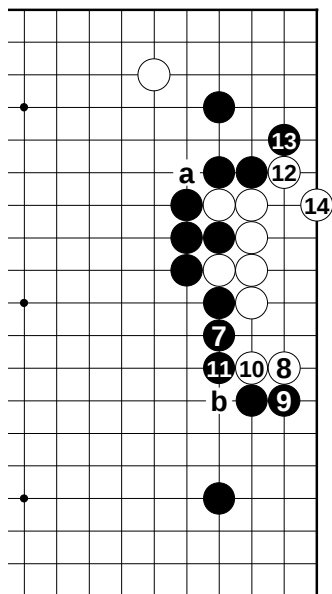


Diagram 11 (Black is left with cutting points)
 If Black extends to 7, White 8-14 give a completely living shape. What's more, there's not much to admire in Black's final position, which has cutting points at *a* and *b*.

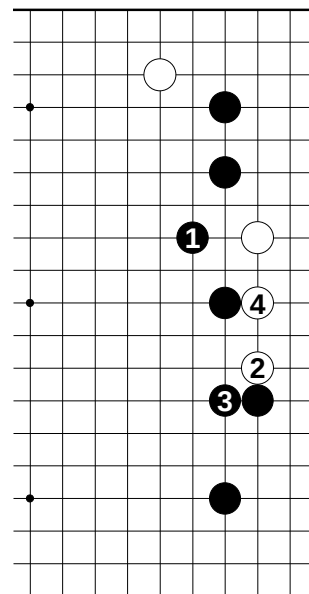
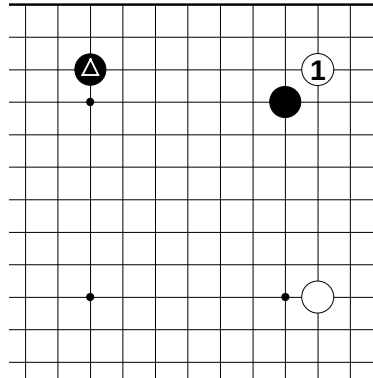


Diagram 12 (Sabaki for White)
 In the initial position, the knight's move at 1 is too loose for Black. This lets White look for complications with the attachment at 2. If Black plays 3, then White plays 4 to make *sabaki*.

Basic Position Four



**FROM WHICH DIRECTION SHOULD BLACK BLOCK,
AND WHAT IS THE PROPER FOLLOW-UP?**

Which direction?

This position is important for developing a basic understanding of go. The key point is learning how to proceed to develop a *moyo*.

Proper Black Attitude

Black needs to consider which direction to block in order to make sure the triangled stone is not wasted.

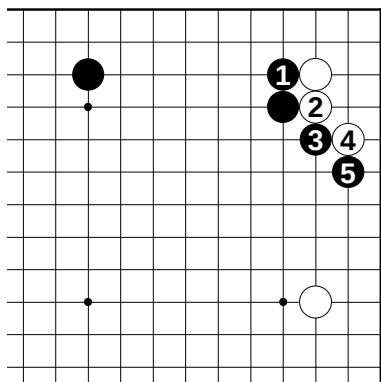


Diagram 1 (Correct move)

Blocking with 1 is the correct direction. And then Black should follow with the double *hane* at 3 and 5, which is a good, severe sequence. What follows is *joseki*.

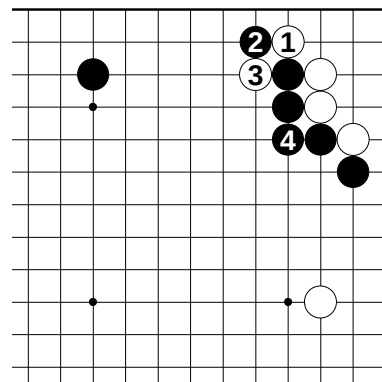


Diagram 3 (A try for White)

In the previous diagram, instead of cutting with 6, White can try the *hane* at 1 and the cut at 3. Black's best response is to calmly connect at 4.

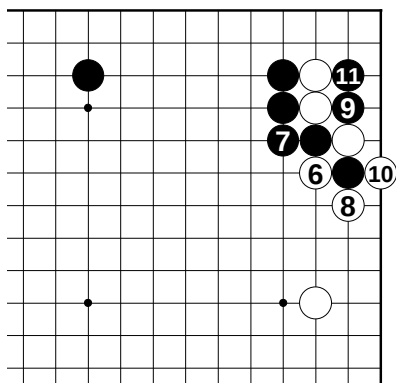


Diagram 2 (Joseki)

Gripping a single stone with 6 and 8 is the most reasonable response for White, but then Black can cut off the two White stones with 9 and 11. This should be considered a nice profit for Black.

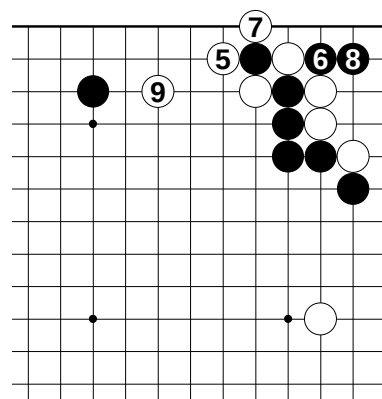


Diagram 4 (Black is playable)

White has no choice but to grip the stone with 5. Black can grab the corner with 6 and 8, and has *sente* after White settles with 9. This is eminently playable for Black.

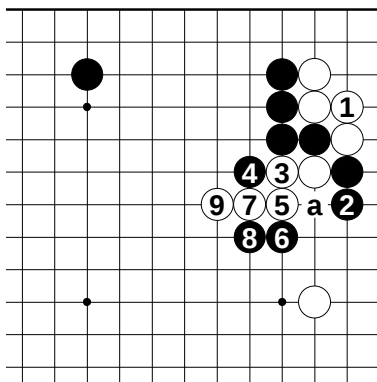


Diagram 5 (Reading the ladder)

What Black really needs to be careful about in Diagram 1 is a ladder. That is, White can connect at 1 if the ladder is favorable. Black can't grip with *a*, but needs to improvise with something like 2. Then Black needs to worry about a splitting attack such as 3. Black can resist with 4 and 6, but when White pokes his head out with 9 ...

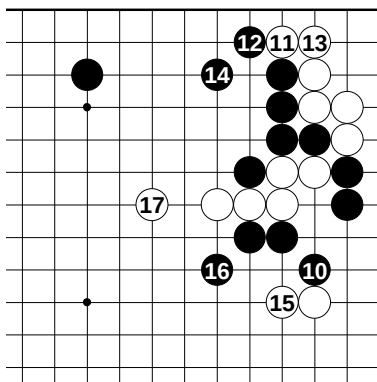


Diagram 6 (Split)

The sequence from 10 through 16 is necessary, but when White jumps to 17 the position is uncomfortable for Black. Therefore, instead of 2 in Diagram 5...

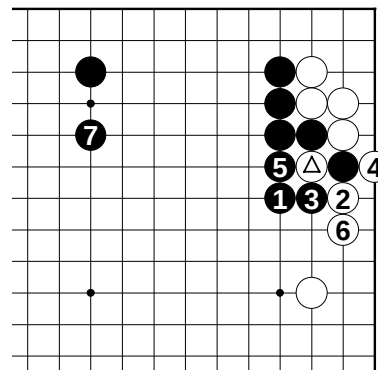


Diagram 7 (Black is thick)

Instead of going all out to capture the triangled White stone, Black 1 is a good move. If White grips at 2 then Black can force with both 3 and 5 before completing his position with 7. Black has great thickness.

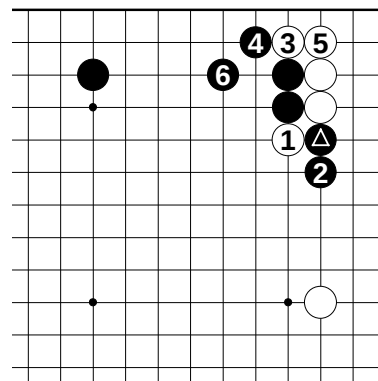


Diagram 8 (An overplay for White)

Suppose White cuts with 1? Drawing back with 2 is a calm move for Black. After White 3, Black blocks and guards the cutting point with 4 and 6, and the unreasonableness of White's play is exposed.

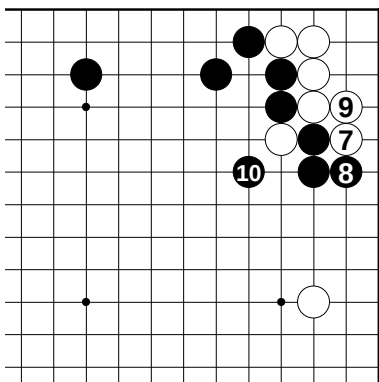


Diagram 9 (White is in trouble)

White needs to play 7 and 9 to prevent the corner from dying. When Black controls the single White stone with 10, it is clear that White is worse.

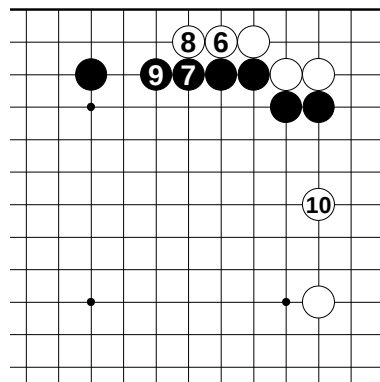


Diagram 11 (Black's wall accomplishes nothing)

White crawls with 6, and again with 8. When White gets in the 2 line extension with 10, one has to wonder what in the world Black is doing. The two White stones neatly erase all of the Black thickness on the right side.

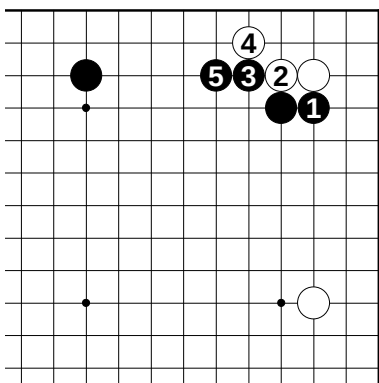


Diagram 10 (How not to play for Black)

Back in the original position, blocking in the other direction with Black 1 is not good. When White *hanes* with 4, even if Black extends with 5...

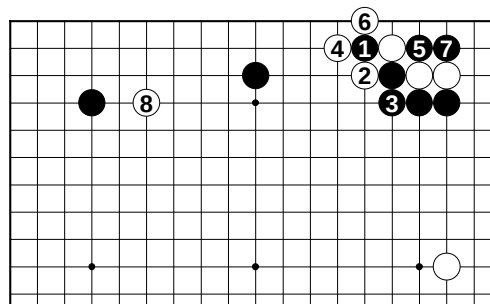


Diagram 12 (Split)

Instead of the extension at 5 in Diagram 10, if Black tries the double *hane*, then White takes a stone with 2 and 4. When Black finishes the exchange with 7, White moves to the upper left corner with 8 and Black's stone on the top gets isolated

Moving Out

Proper Black Attitude

Page 17

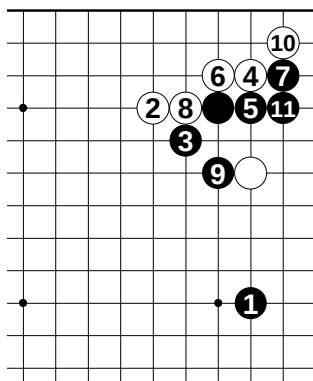


Diagram 1 (Preceding moves)

Let's look at the moves leading up to the Basic Position. Black pincers at 1 and White counter pincers at 2. You've probably seen the position after 11 in one of your own games.

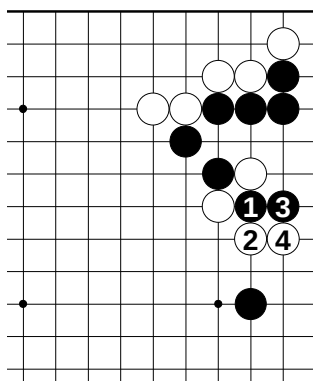


Diagram 2 (Black attacks directly)

First, let's look at a bad line for Black. Cutting at 1 is radically bad. Why? Because, White can easily sacrifice the stone with 2 and 4.

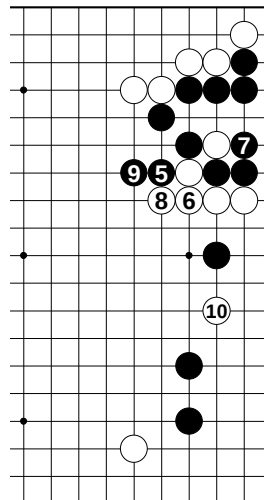


Diagram 3 (Black is cut to pieces)

About the best Black can do is to give *atari* at 5 and then grip with 7. White gains thickness with 8 then invades with 10 – a big success.

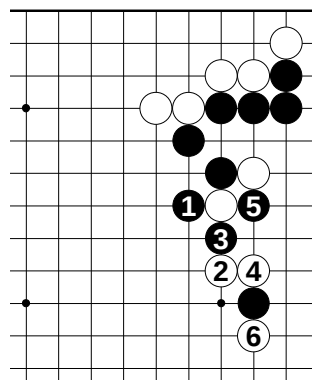


Diagram 4 (White gets sabaki)

The *hane* at 1 is the first move that springs to mind, but Black deserves no credit for this move either. White can jump lightly to 2, a nice *sabaki* maneuver. If Black tries the *atari* at 3, White plays 4 knowingly sacrificing 2 stones. Then White answers 5 with 6, completing the initial objective.

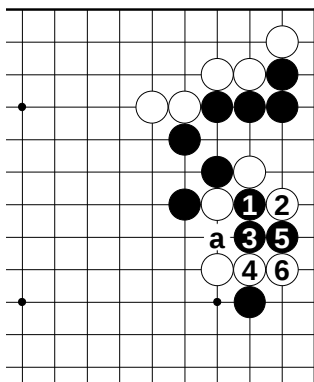


Diagram 5 (White's tesuji)

In Diagram 3, if Black gives *atari* from below instead of above, roughly the same result as Diagram 4 is reached. White counter *ataris* at 2, a nice tesuji, and gets a fine result after 6. If White skips 2 and connects at *a*, then Black plays 5 and White is in trouble.

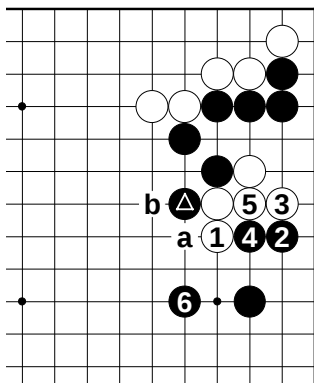


Diagram 6 (White comes under attack)

Of course, if White responds to the *hane* represented by the triangled stone with the obedient extension at 1, this just gives Black the opportunity to attack. Black peeps at 2 and continues through to the jump at 6. If White pushes out at *a*, Black *b* continues the attack in good form.

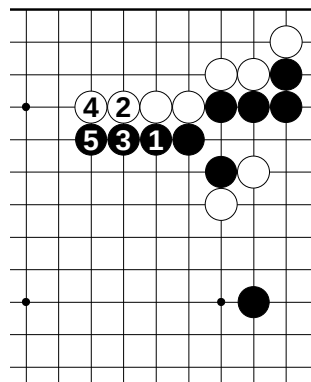


Diagram 7 (Attacking on a large scale)

Returning to the Basic Position, in this sort of position, Black should lean against the top with 1 instead of attacking directly. If White extends, Black should just keep pushing. Continuing ...

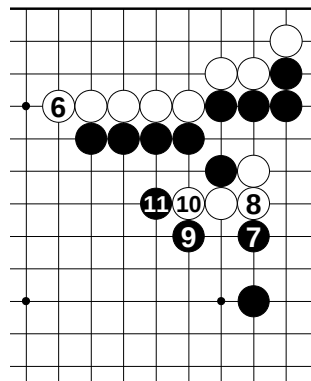


Diagram 8 (White is captured)

If White extends to 6, then Black can go all out to capture with 7 and 9. Black can meet 10 with 11 and White absolutely can't escape. It follows therefore that White can't afford to extend at 6 and must instead make shape with 7, holding off the attack for now. Black plays the *hane* at 6 and has an easy position.

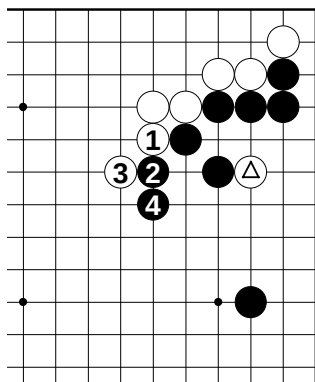
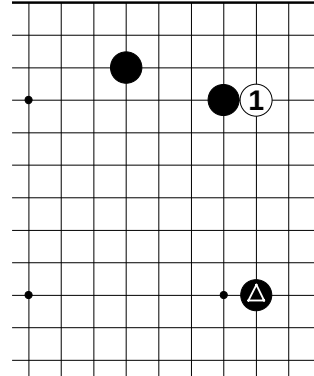


Diagram 9 (Proper play by White)

Given the result in the previous diagrams, White really can't afford to play the *hane* at 1 in the Basic Diagram. The best course is to give up on the triangled stone and bend around at 1 and 3.

Basic Position Six



**WHITE 1 LOOKS TO MAKE SABAKI.
BLACK WOULD LIKE TO CREATE OUTSIDE INFLUENCE THAT
PUTS THE TRIANGLED STONE TO GOOD USE, BUT...**

Seal In

This is a position that frequently appears in handicap go. Black needs to block from one side or the other; in this case the best approach is to seal White in the corner.

Proper Black Attitude

This is a basic position, so the variations that develop need to be learned so thoroughly they become second nature.

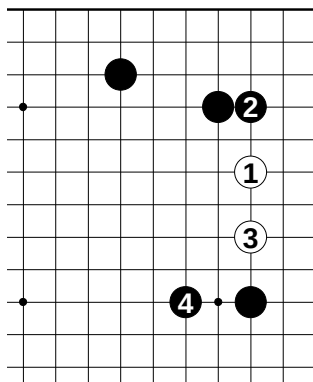


Diagram 1 (White is cramped)

In the Basic Position, White plays the attachment at 1 looking to make *sabaki*, but suppose he had played the meek *kakari* at 1 instead? When Black plays the sequence through 4, White is cramped.

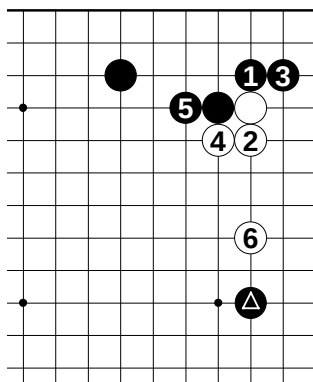


Diagram 2 (White gets his wish)

After White attaches as in the Basic Position, blocking from the inside with Black 1 grants White's wish. White pulls back with 2 and Black's descent to 3 is a severe attack, but White settles by forcing with 4 and jumping to 6. White can also be satisfied. When the triangled stone is not on the board, this is the best course for Black, but...

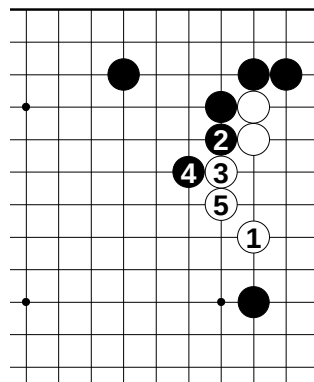


Diagram 3 (White's shape collapses)

In the previous diagram, if White does not force at 4 but jumps to 1 in the current diagram, Black can push at 2 and White's shape collapses.

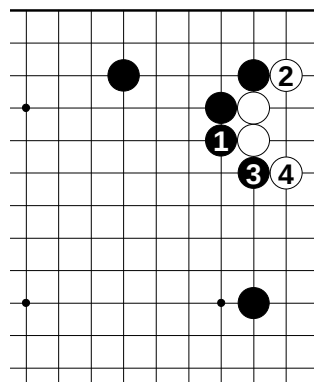


Diagram 4 (Black is stretched thin)

In Diagram 2, if Black omits the descent with 3 and pushes with 2 in the current diagram, his position gets stretched thin. Of course white *hanes* at 2. Black has nothing better than to continue with the *hane* at 3, but when White *hanes* back with 4...

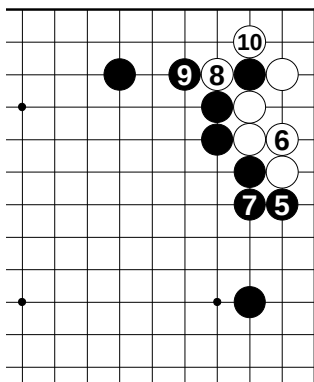


Diagram 5 (White lives comfortably)

Black barrels along with the double *hane* at 5, but White simply connects with 6 and continues through to the *ponnnuki* at 10 and lives comfortably.

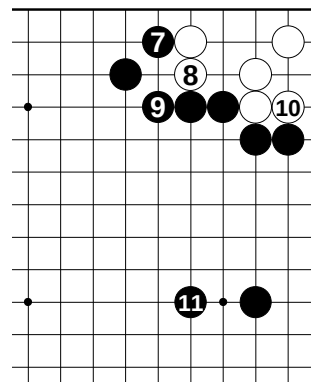


Diagram 7 (Black completes the outside)

Continuing from the previous diagram, Black can force with the diagonal attachment at 7. White needs to live with 8 and 10, and when Black jumps to 11 he completes his outside position.

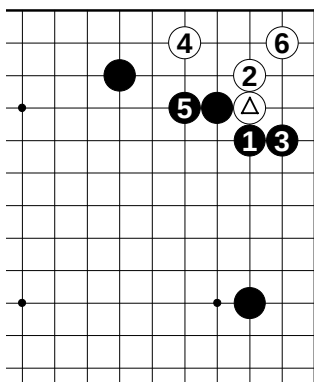


Diagram 6 (Black emphasizes the outside)

When White attaches with the triangled stone, Black should block from the outside with 1. If White pulls back with 2, then the descent with 3 is severe. White can jump to 4, but then Black firmly connects the outside with 5 and White needs to add another move with 6 in order to live.

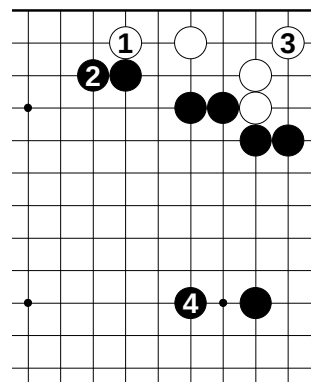


Diagram 8 (More of the same)

If White wants to prevent the diagonal attachment of 7 in the previous diagram, the attachment at 1 is forcing, allowing White to live with 3. But after Black responds with 2 and the jump at 4, Black's outside position is no less imposing than in the previous diagram.

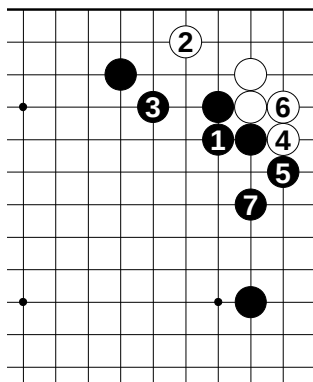


Diagram 9 (A slack move by Black)

Going back to Diagram 6, suppose Black leaves out the descent to 3 and instead firmly connects with 1 in the current diagram? This is a bit slack. When White plays the knight's move at 2, Black needs to take a defensive posture with 3 – if Black omits this move, White jumps out to 3 – and after the sequence to 7, Black's position is over concentrated.

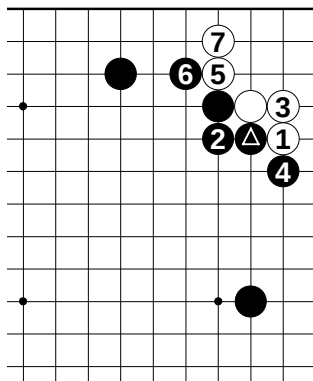


Diagram 10 (White's best continuation)

White cannot bear to be sealed in as in Diagram 7. It follows that when Black blocks with the triangled stone that White should resist with the *hane* at 1. The usual continuation is for Black to connect at 2 and White at 3. With the sequence up to 7 White establishes a home in the corner.

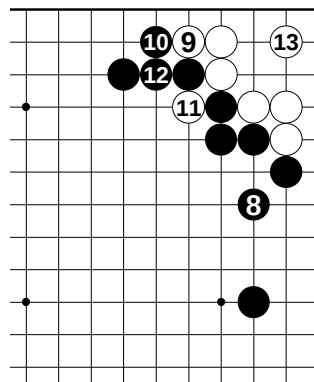


Diagram 11 (An even result)

Continuing from the previous diagram, playing solidly with 8 is a good move for Black. White plays 9 through 13 to erase any bad *aji* in the corner, settling the situation with an even result. But if White leaves out 13

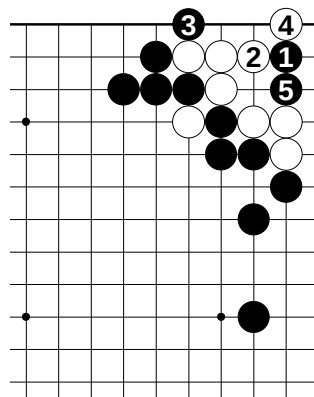


Diagram 12 (Bad aji for White)

Black can make the placement at 1 and White has bad *aji*. White defends with 2 and Black *hanes* at 3 and when White *hanes* at 4, Black bumps up against White with 5. As a result...

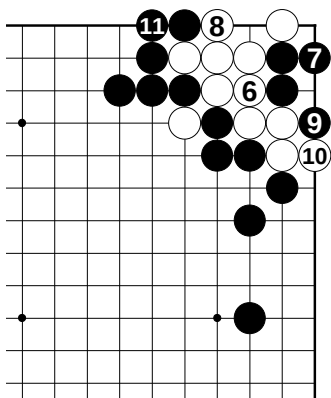


Diagram 13 (A one step yose ko)

White must connect with 6 and Black bends at 7, leading to complications. White must block with 8. After first playing the *hane* at 9, just connecting with 11 is a good move, resulting in a one step yose ko. Therefore, in Diagram 11, White can't leave out 13.

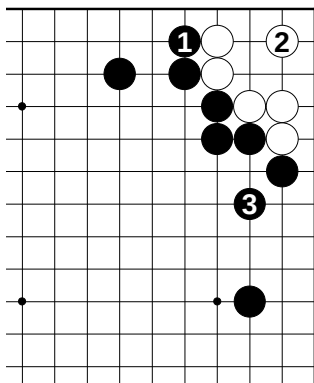


Diagram 14 (Black destroys aji)

If Black plays 1 to begin with this just destroys his own *aji*. White is happy to defend at 2 and now Black has little choice but to connect at 3. Black has lost a move.

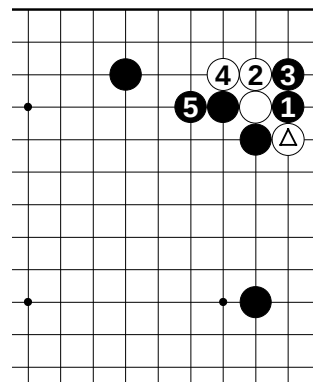


Diagram 15 (A forceful continuation for Black)

Black can respond forcefully to the *hane* at the triangled stone with 1 and 3, but there are ladder-related considerations. These are good variations to learn by heart.

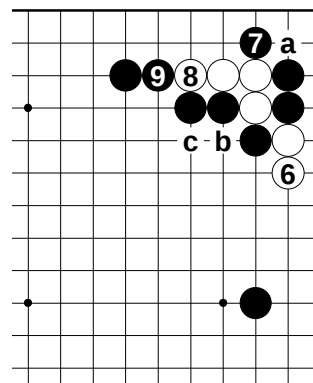


Diagram 16 (The related ladder)

Instead of 6, White can play at a and live, but this is unsatisfactory. If White plays 6 and the ladder favors Black, then the *hane* at 7 and the block at 9 are violently forceful. The ladder arises when White cuts at b then forces with the *atari* at c.

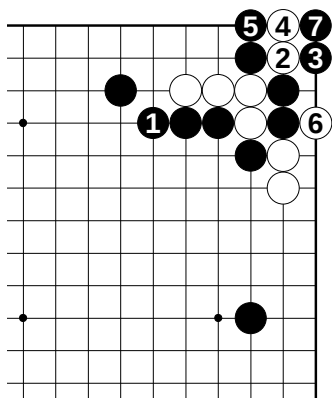


Diagram 17 (When the ladder doesn't favor Black)

If the ladder doesn't favor Black, then drawing back at 1 is about the best that's available. However, that gives White the *tesuji* that arises after the cut at 2. Black 8 throws in at white 2, then black 9 captures at white 4. After Black 9...

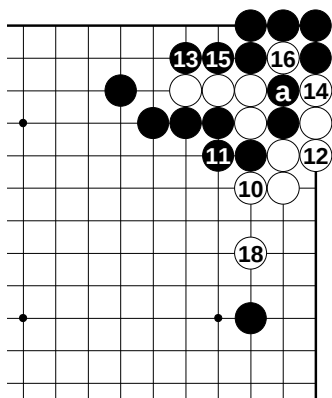
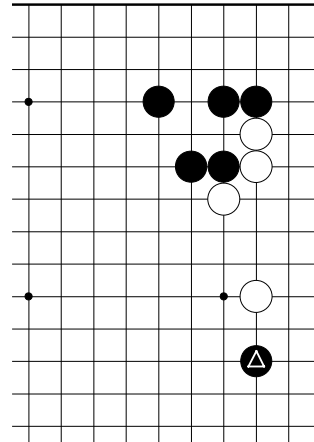


Diagram 18 (Eminently playable for White)

The sequence from the *atari* at White 10 through the jump to 18 is forced. Black 17 retakes at *a*. This position is eminently playable for White. It follows therefore, that if the ladder is not favorable, Black should not attempt 1 and 3 in Diagram 15

Basic Position Seven



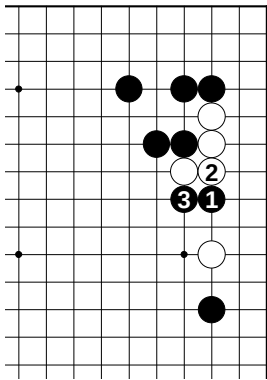
**WITH THE TRIANGLED STONE ON THE BOARD,
THERE OUGHT TO BE AN INVASION INTO WHITE'S POSITION**

A challenge from the weaker player

Even as the supposedly weaker player, if White's position has weaknesses, Black must resolutely attack. This is a familiar position, but ...

Proper Black Attitude

The first move is pretty easy to find, but try to find the most severe possible follow-up.



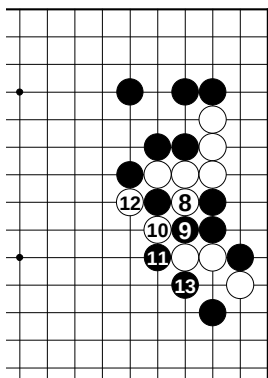


Diagram 5 (A success for Black, but)

When White pushes out at 8 and cuts at 10, Black plays the cut at 11 and continues with 13. Even though White is allowed the ponnuki at 12, capturing the 3 White stones gives Black an advantageous position. However ...

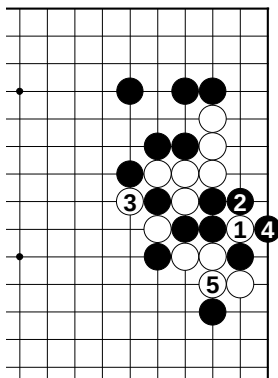


Diagram 6 (White resists)

Before capturing with 12 in the previous diagram, White can first put the question to Black with the cut at 1. Of course Black plays 2. Now White captures with 3. Black has little choice but to play 4, but when White connects at 5, Black is left with a burdensome position. Continuing...

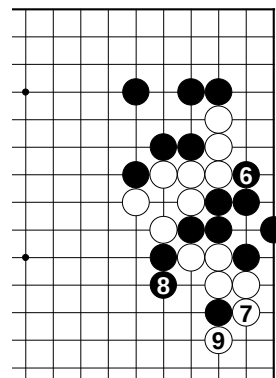


Diagram 7 (Black is half crushed)

If Black resists by pulling back to 6, White has a good move with the bend at 7. Black needs to play 8 in order to live, and when White plays 9 Black must wonder what in the world he's been doing.

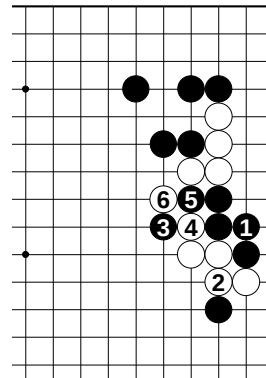


Diagram 8 (Black improvises)

However, if Black wants to avoid the disaster in the previous diagram, the connection at Black 1 succeeds. If White resists by connecting at 2, jumping at Black 3 is the correct move order.

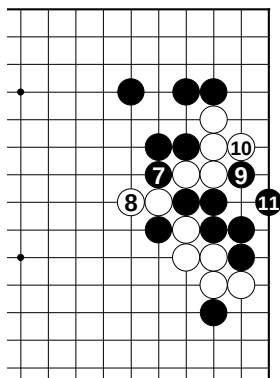


Diagram 9 (Black can capture, but)

Black cuts with 7 and creates an eye with 9 and 11, winning the race and capturing 5 stones. However, even with the capture of 5 stones it's unclear that Black's position is superior. And if we go back a few moves...

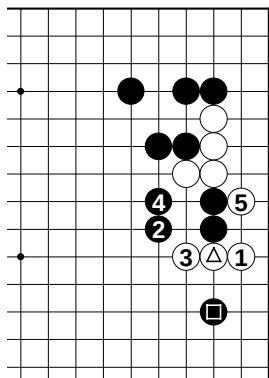


Diagram 10 (White tosses a curve)

When Black bumps up against White, White can vary with 1. If Black jumps to 2, White can force with 3 and then connect underneath with 5. In this final position, Black's marked stone is not usefully placed and Black's position is unsatisfactory.

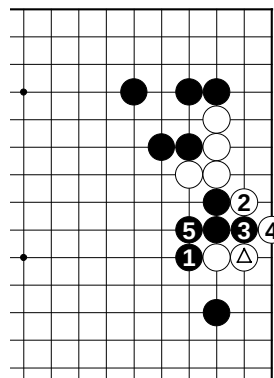


Diagram 11 (Resistance by Black)

When White descends with the triangled stone, Black's *hane* at 1 offers much stiffer resistance. After White connects underneath with 2, when Black connects with 5 Black has a quite playable position.

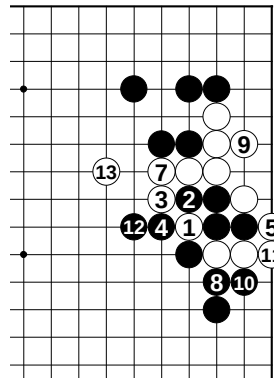
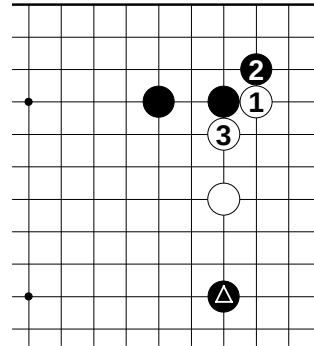


Diagram 12 (A sharp cut by White)

However, (instead of 4 in the previous diagram) White can cut inside with 1, a sharp move. After Black gives *atari* with 2 the sequence that follows is forced, and after the jump to 13 White has a fine position. The conclusion, then, is that Black's strongest line is 1 and 3 in Diagram 1

Basic Position Eight



**WHITE IS ATTEMPTING SABAKI WITH 1 AND 3.
HOW SHOULD BLACK RESPOND?**

Keep the attack going

Black has a number of ways to respond. (In order to choose the correct way), Black has to remember that White has come into his area to make *sabaki*.

Proper Black Attitude

Making use of the triangled stone, do whatever it takes to keep White from settling. Keep the option to attack going.

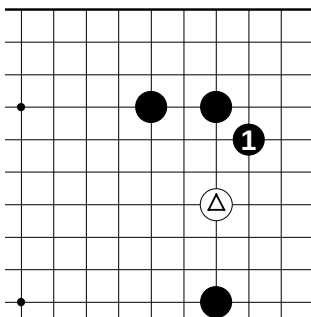


Diagram 1 (The case where Black attacks first)

For reference, let's suppose that White does not play 1 and 3 in the Basic Position. In that case, Black gets to attack first at 1, which is a good move. In that case, trying to live with the triangled stone will be extremely painful for White.

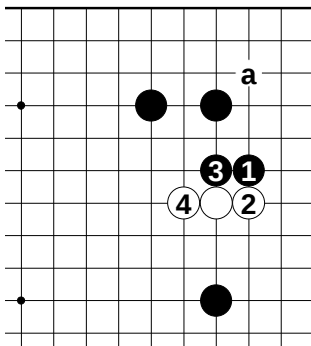


Diagram 2 (Putting wind in White's sails)

The knight's move at 1 is often seen, but the sequence of 2 through 4 puts wind in White's sails. What's more, it leaves open the possibility of a White invasion in the corner at *a*.

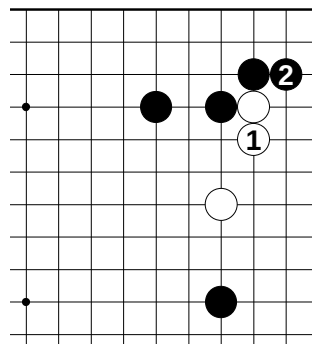


Diagram 3 (White is heavy)

Again going back to the Basic Position, White's *hane* at 3 is an important *tesuji* to make *sabaki*. If instead White pulls back at 1 in the current diagram, White is left with a heavy shape when Black descends to 2.

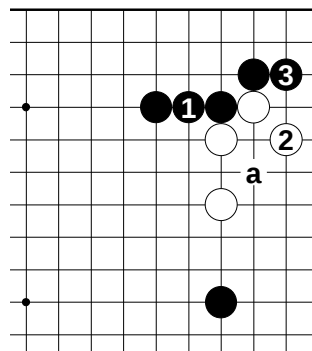


Diagram 4 (Black's correct attacking method)

White has come into Black's area to make *sabaki*, so Black needs to prevent this. Making a strong bar shape with the connection at 1 is a forceful way to play. Making the hanging connection with 2 is the correct shape move for White, and then descending at 3 to continue the attack is the right method for Black. After this, Black can look forward to attacking with the peep at *a*.

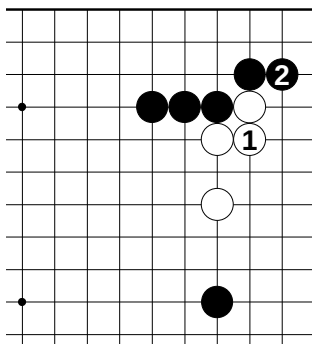


Diagram 5 (White is heavy)

In the previous diagram, instead of the hanging connection at 2, if White plays the solid connection at 1 in the current diagram, then Black plays the descent at 2 anyway. White's position is a bit heavy.

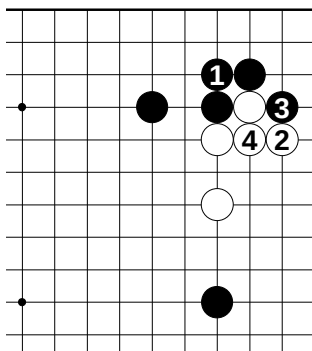


Diagram 6 (Taking sente)

Diagram 4 shows a sequence that defends with an option to attack later. Of course, there will also be cases where Black wants *sente* to play somewhere else. In those cases, solidly connecting with 1 is wise. White's best is still the hanging connection at 2, so now Black can exchange 3 for 4. Then Black can tennuki and play elsewhere. However, if Black errs ...

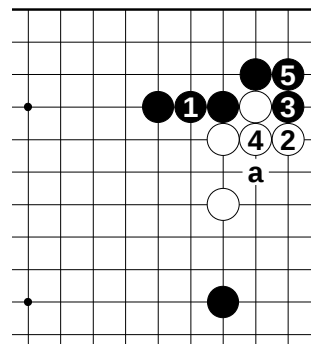


Diagram 7 (Black's position is strange)

If Black plays the connection at 1 first, then gives *atari* with 3, this doesn't help at all. Even if Black connects at 5, after White's connection at 4, the peep at *a* is gone, and Black's attacking potential evaporates as well. And if Black leaves out the connection at 5 and tries to take sente...

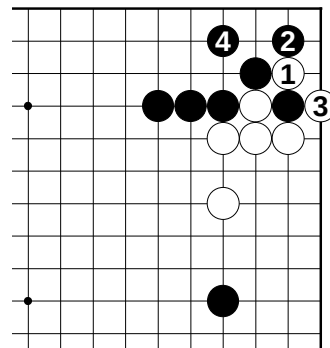


Diagram 8 (White captures in sente)

When White captures a stone with 1 and 3, Black can't avoid responding with 4. In other words, White is able to capture this stone in sente. To see how bad this is for Black, compare this position with the one in Diagram 6. Further...

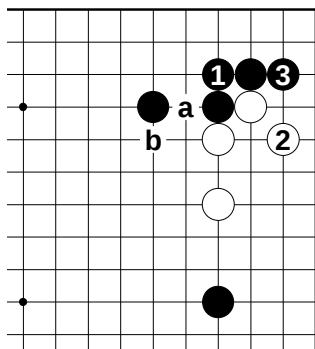
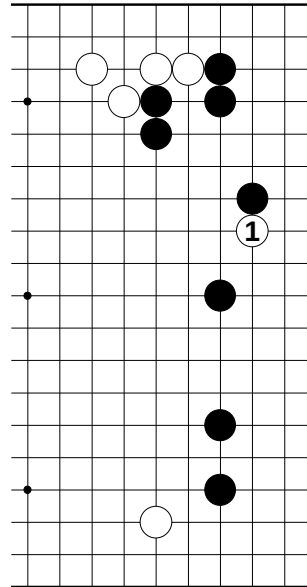


Diagram 9 (Black's stones aren't effective)

Playing the connection at 1 followed by the descent at 3 isn't effective for Black. It goes without saying that a stone at *a* would be more useful in attacking White. For example, after the connection at 1, it is much easier for White to continue to try to settle with the attachment at *b* (than it would be with a stone at *a*).

Basic Position Nine



HOW SHOULD BLACK RESPOND TO THE ROUNDHOUSE PUNCH AT WHITE 1?

Aiming to bankrupt Black

This is a position that frequently arises in handicap games of 6 stones or more. In desperation, White attaches at 1. In a handicap game, this sort of situation can frequently lead to a bankruptcy on Black's part.

Proper Black Attitude

This action is occurring deep in Black's territory, so, no matter what, Black has to be determined to cause damage to White.

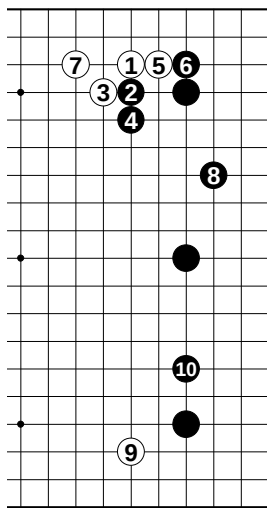


Diagram 1 (Preceding moves)

Here are the moves leading up to the Basic Position. White plays the approach at 1, and Black responds with the attach and extend *joseki*. Then when White approaches with 9, Black defends with 10.

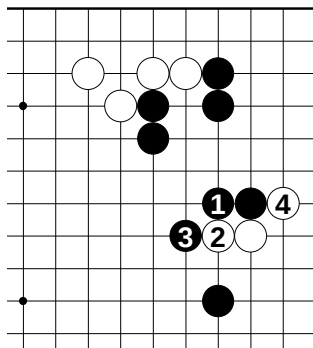


Diagram 2 (A standard defense)

First let's look at a commonsensical defense in which Black extends to 1. When White responds at 2 Black must block at 3. Then White will *hane* at 4.

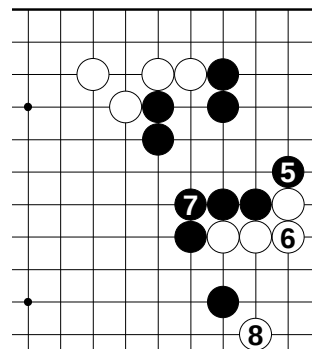


Diagram 3 (White makes sabaki)

If Black blocks with 5 and submissively connects with 7, then White can jump to 8 and make a *sabaki*. Rather than saying that Black's upper right corner has been thickened, it's more accurate to say that it's been made overconcentrated.

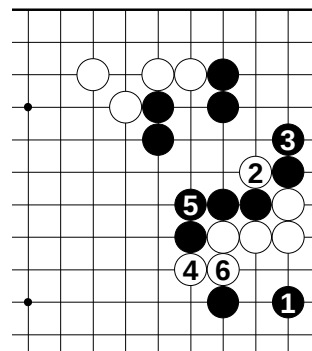


Diagram 4 (Black resists)

Rather than submit with the connection at 7 in the previous diagram, Black should at least try resisting by jumping to 1. White cuts with 2 and pushes out with the sequence through 6, but...

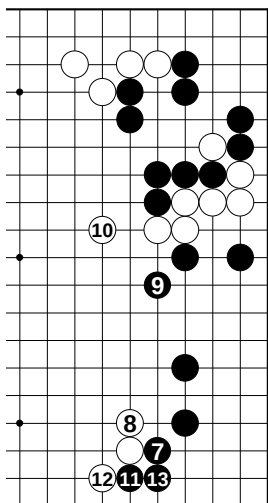


Diagram 5 (Black grabs territory)

Black plays 7 through 13, grabbing territory and getting a fine position.

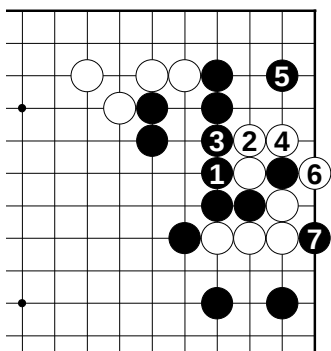


Diagram 6 (Black tries to capture)

What happens if, instead of 3 in Diagram 4, Black forcefully tries to capture the White group with 1? Black attaches with 7 and...

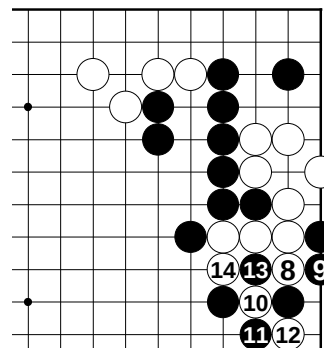


Diagram 7 (Black is crushed)

White pushes out with 8 through 13 and Black falls apart.

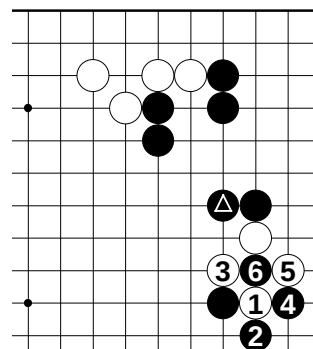


Diagram 8 (White aims for ko)

However (going back to Diagram 2), there remains the possibility that White will aim for a *ko* with the attachment at 1. Black takes up the challenge with 4 and 6, but...

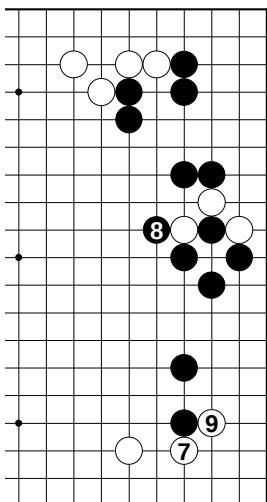


Diagram 9 (White gets a playable position)

White has a good ko threat at 7. If Black resolves the ko with 8, White destroys the corner with 9 and has an eminently playable position. Therefore...

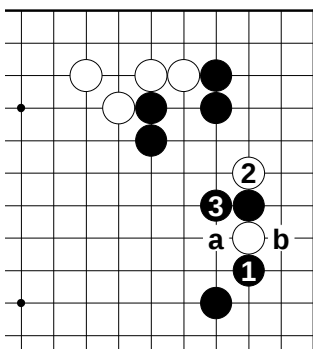


Diagram 10 (A pragmatic good move for Black)

In order to avoid the ko shown in Diagram 8, Black can play the diagonal attachment at 1. This is a pragmatic, good move. If White responds at a, Black plays b with a good position. Therefore, White should play the clamp at 2, aiming for complications. Extending at 3 is the clearest course for Black.

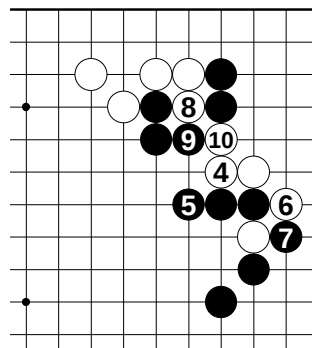


Diagram 11 (Capturing race)

White is aiming at the push and cut starting with 8. However, Black is okay after responding to 4 by simply extending to 5. The only trick is that after the cut with 8 and 10...

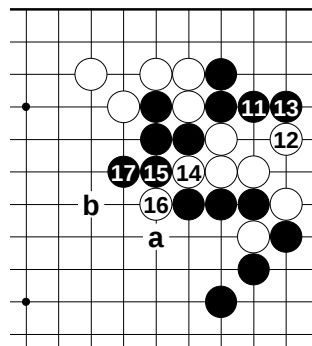


Diagram 12 (Black wins)

Black 11 is the key point in the capturing race. White has no choice but to force with 12, then push and cut with 14 and 16. Bending at Black 17 wins the capturing race. After that, even if White forces with a and surrounds Black with b, White has only 3 liberties, so Black will win the race.

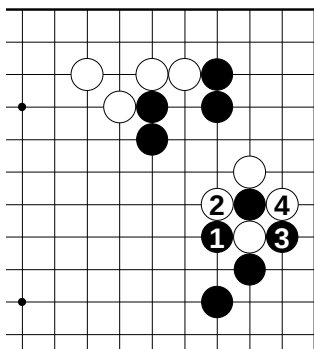
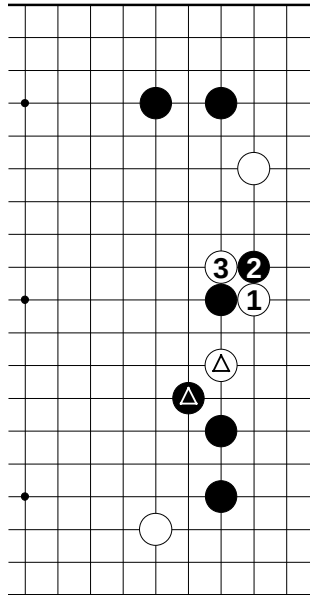


Diagram 13 (Black goes astray)

Instead of the extension at 3 in Diagram 10, gripping the stone with Black 1 gives White something to play for.

White plays *atari* at 2, then again at 4, complicating the position.

Basic Position Ten



**THE ATTACH AND CUT WITH WHITE 1 AND 3
ARE AN ATTEMPT TO DISTRACT BLACK WITH COMPLICATIONS.
HOW SHOULD BLACK RESPOND?**

Looking for simplicity

When White invades with the triangled stone, and Black plays the marked diagonal stone, White has attached and cut with 1 and 3. Black should look for a simple response.

Proper Black Attitude

There are many ways to respond, but Black should look to avoid complication.

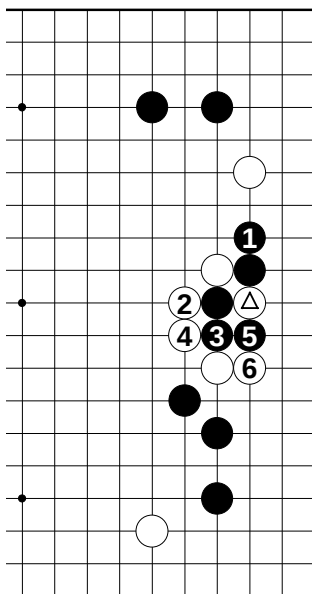


Diagram 1 (Black falls into the trap)

Extending with 1 grants White's wishes. White gives *atari* with 2 and 4, skillfully sacrificing a single stone. After White gives *atari* again with 6...

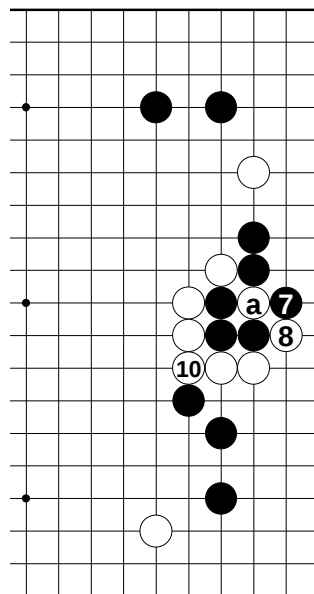


Diagram 2 (Black is thin)

If Black captures with 7, White gives *atari* with 8, then connects with 10. Black's lower group has become extremely thin. What's more, the upper group has an ugly dumping shape.

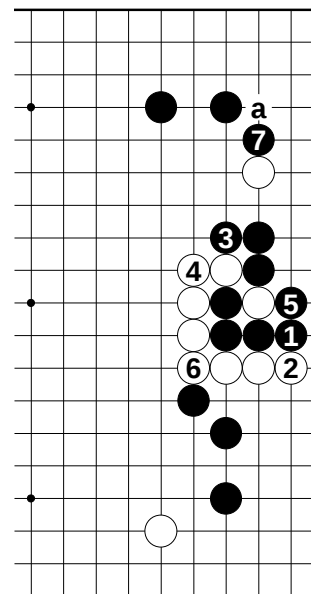


Diagram 3 (White is thick)

Extending to 1 is probably a bit better for Black than the previous diagram, but the sequence 2 through 6 still gives White a good thick position. Black 7 is an attempt to prevent a White move at *a*, but the Black stones on the bottom are so thin that Black probably can't really afford to play this.

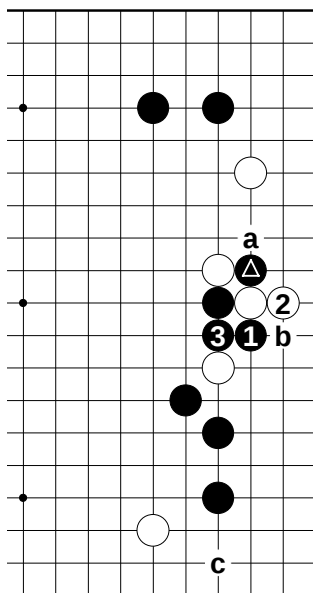


Diagram 4 (Correct response 1)

Giving *atari* with 1 then connecting with 3 is a good, calm response. Black is willing to give up the triangled stone. If White grips the stone with *a*; Black can block at *b* then jump to *c*, surrounding a nice piece of territory in good form. Therefore, of course ...

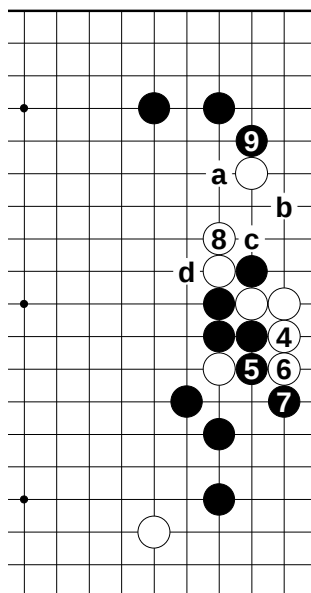


Diagram 5 (A simple line for Black)

White will crawl with 4 and 6. Black responds patiently with 5 and 7. When White responds with 8, the diagonal contact at 9 is perfectly timed. Even if White extends to *a*, this group still has extremely bad *aji* because Black has a placement at *b*. This line is one simple continuation for Black. If White had played at *c* instead of 8, Black has a nice move at *d*.

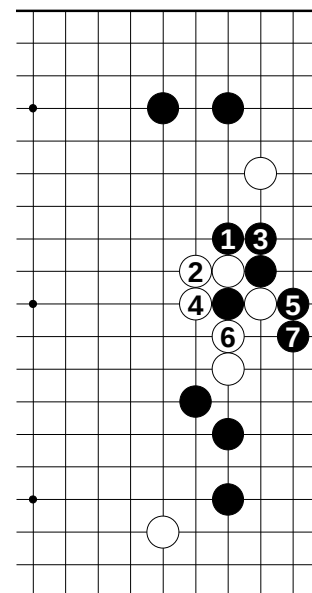


Diagram 6 (Correct response 2)

Giving *atari* with 1 and connecting with 3 is another good, simple response. When White grips the stone with 4, Black's plan is to give up the stone with 5 and 7.

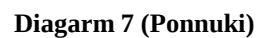
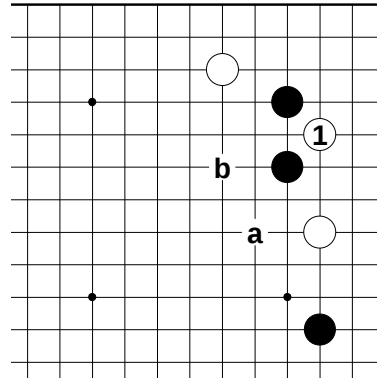


Diagram 8 (Playable for Black)

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Basic Position Eleven



**WHITE 1 IS A KIND OF SURPRISE ATTACK.
HOW SHOULD BLACK ANSWER?**

Surprise Attack

Instead of peeping at White 1, *joseki* is jumping to *a* followed by Black jumping to *b*. But it's not enough just to know *joseki*. Take this opportunity to learn about the surprise attack of White 1.

Proper Black Attitude

Trying too hard to cut 1 off will fail.

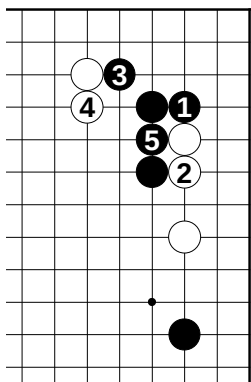


Diagram 1 (A quiet response)

Blocking with 1 is a commonsensical response for Black. When White pulls back with 2, the diagonal attachment at 3 and the attachment at 5 are the right timing. Continuing ...

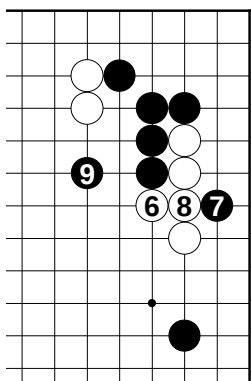


Diagram 2 (Looking to attack)

For White, expanding with 6 is the only move. If White allows Black to extend to 6, White's shape will collapse. But Black can force with the peep at 7, then jump out to 9, eyeing attacks on both the two stones on top and the White group on the right side.

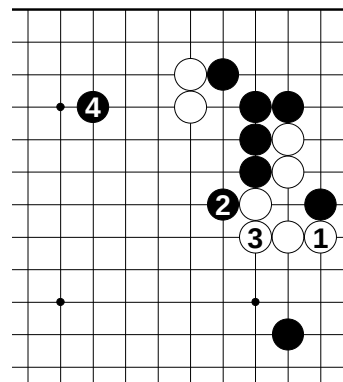


Diagram 3 (White is suffering)

Instead of 8 in the previous diagram, it is impossible for White to try to resist with 1. Black can *hane* at 2 and Black has to defend with 3. When Black attacks the top with 4, White's position is painful.

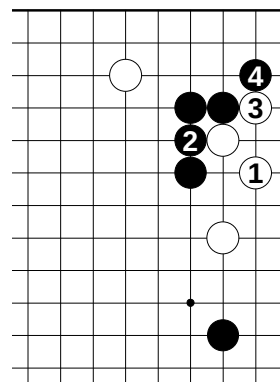


Diagram 4 (White varies)

White won't necessarily defend quietly as in Diagram 1. White can vary with the diagonal move at 1 of the present diagram. Black's connection at 2 and White's *hane* at 3 follow as a matter of course, but now for Black to block at 4 falls right into White's plans.

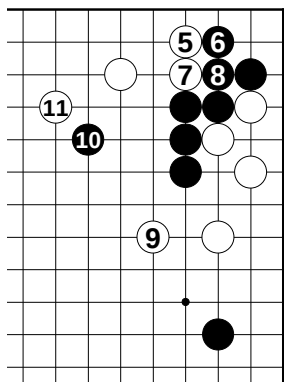


Diagram 5 (Nice shape for White)

The sequence from the peep at 5 through the jump at 9 puts wind in White's sails. White responds to Black 10 with 11, making good shape while attacking.

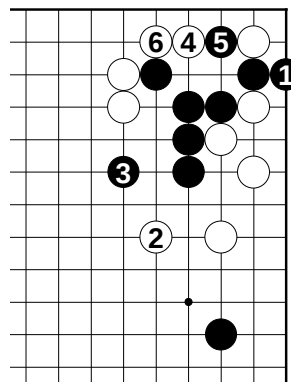


Diagram 7 (No eyes)

If Black tries to descend to 1, White can jump to 2 and watch for Black's response. If Black jumps to 3, White plays 4, then pulls back to 6. Black cannot make eyes.

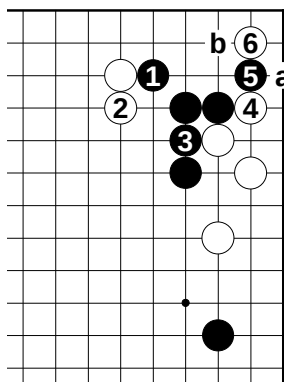


Diagram 6 (Painful for Black)

Suppose Black tries to force with the diagonal attachment at 1 before connecting and blocking. After White 6, Black's position is still painful. Black has a choice between descending with *a* or defending with *b*...

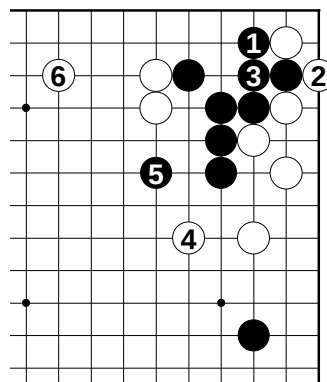


Diagram 8 (Painful shape)

If Black defends with 1, White gives *atari* with 2, then jumps to 4. When Black jumps to 5, White protects the top with 6 and has an easy game.

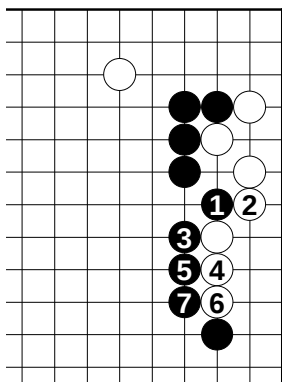


Diagram 9 (A resolute move)

Black should not play the block of 4 in Diagram 4. The right course of action is to resolutely build outside influence with the sequence from 1 through 5. This is a good, large-scale way to play. Black answers White 6 with the block at 7 and...

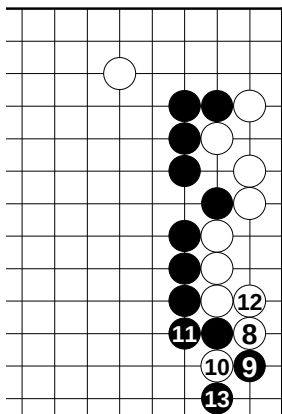


Diagram 10 (Black's outer influence is superior)

When White *hanes* at 8, of course, Black resists with the double *hane* at 9. The outside influence Black gets after gripping the single stone with 13 is huge. White has gathered a little territory, but this is not a problem at all for Black.

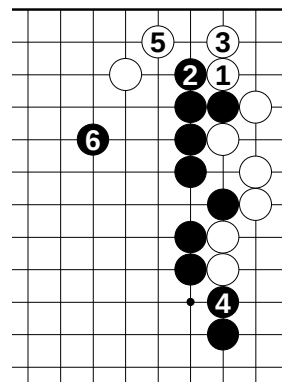


Diagram 11 (Black is good)

If White dislikes the outer influence Black gets in the previous diagram, he can try 1 in the present diagram instead of 6 in Diagram 9. But after first forcing with 2, Black can play a very good move at 4. This allows White to connect with 5, but Black 6 shows good judgement. Black's outer influence in this diagram is just as good as in Diagram 10.

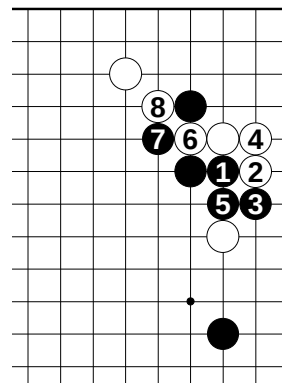
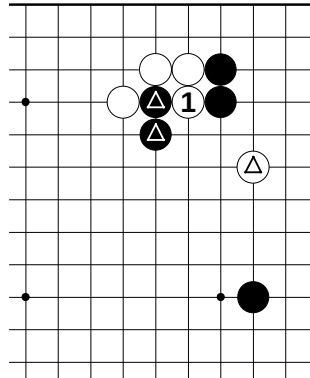


Diagram 12 (A failure for Black)

Immediately trying to cut the White stone off with Black 1 is a bit unreasonable. White plays the *hane* and connect with 2 and 4, then pushes and cuts with 6 and 8. Both sides have cut off a single opponent stone, but White's corner territory is big.

Basic Position Twelve



**WHITE HAS PUSHED OUT WITH 1.
NOW WHAT SHOULD BLACK DO?**

Exchange

Pushing out with White 1 really isn't very good. However, if Black replies incorrectly, White can reap a huge dividend.

Proper Black Attitude

Black should consider the two triangled Black stones as light, and look to exchange them for the triangled White stone. This is the simplest way to proceed.

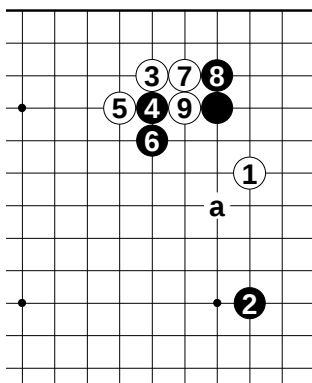


Diagram 1 (Preceding moves)

This position arises when White approaches with 1 and Black pincers with 2. White plays the double approach at 3, Black attaches and extends with 4 and 6, then blocks with 8. Instead of White 9, it's usual to start fighting with the diagonal move at *a*.

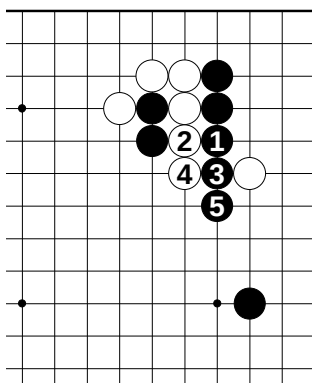


Diagram 2 (Calm play for Black)

Black's best move is to pull back with 1. If White keeps coming out with 2 and 4, Black can quietly respond with 3 and 5, with an excellent position. Comparing Black's territory with White's outside thickness, Black is clearly better. However, instead of Black 1...

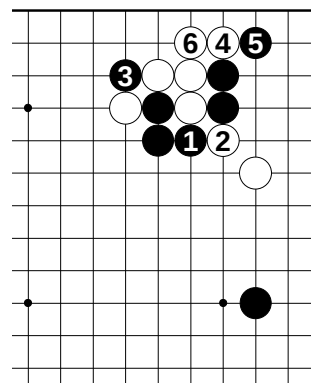


Diagram 3 (Unnecessary resistance by Black)

Blocking with 1 is unnecessary resistance by Black. White's cut at 2 leads to a burdensome fight for Black. If Black cuts with 3, White plays the *hane* and connect with 4 and 6, and then...

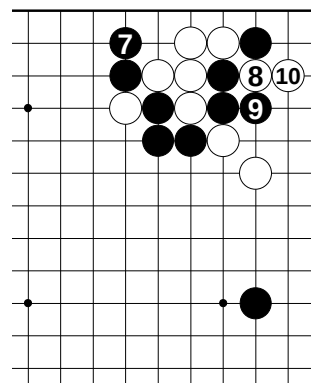


Diagram 4 (Black collapses)

If Black's descent at 7 worked, it would be a great move, but when White cuts at 8, Black is crushed. Therefore, instead of Black 7...

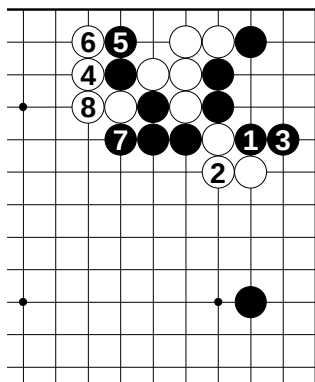


Diagram 5 (A different approach for Black)

Black has no choice but to give *atari* with 1 and protect the corner with 3. However, capturing the stone with 4 is great for White. Black forces with 5 and 7, but...

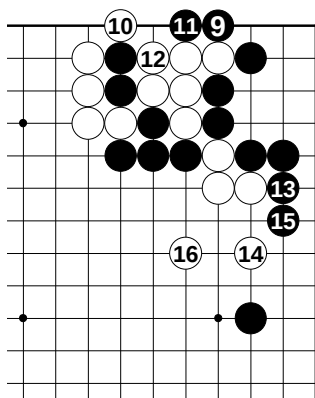


Diagram 6 (Painful for Black)

Black gets to play 13 and 15, but White gets to jump to 16, reinforcing his group. In this sequence, White has gotten clearly stronger on the top, while Black's 4 stones in the center lack stability. Black has clearly gotten the worst of the bargain. There is one more thing Black can try instead of 13...

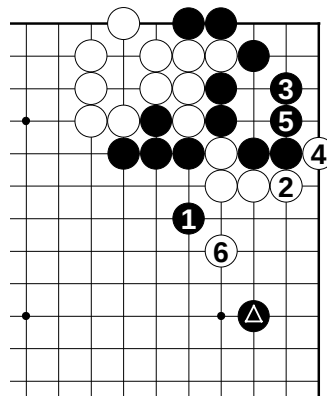


Diagram 7 (Advantage for White)

Black can try to set up a net with 1, but now the block at White 2 is sente.

Black can't leave out 3, so White gets a chance to poke out with 6. Black's triangled stone is in an awkward position.

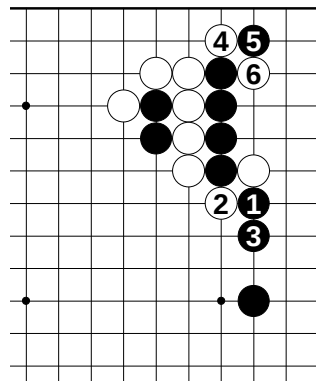


Diagram 8 (Black rushes to capture)

For reference, in Diagram 2 when Black played 5, rushing to capture the single White stone with 1 was not an option.

After White cuts with 2, 4 and 6 are a nice tesuji.

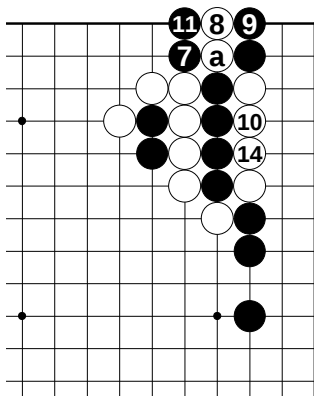


Diagram 9 (Black is squeezed)

If black cuts with 7, White's descent to 8 starts the sequence through 14, and Black is neatly squeezed. (note: 12 throws in at *a*, 13 captures and 15 connects at *a*)

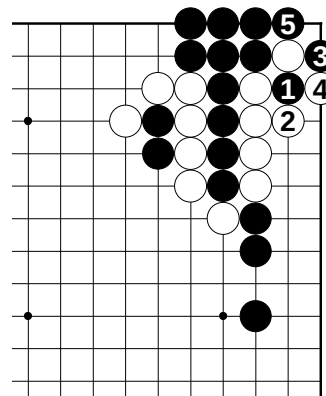


Diagram 11 (Ko)

Black's cut at 1 is a clever move. White grips a single stone with 2, and Black crawls along with 3 and 5, getting a ko. But at any rate, *ko* is not a good result for Black in this position.

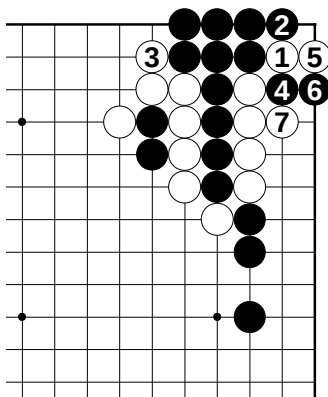


Diagram 10 (Black is captured)

White's block at 1 starts a capturing race. Black 2 is an uninspired move, and after White blocks at 3, Black loses the race. When Black cuts at 4, White's descent to 5 works. Therefore, instead of Black 2...

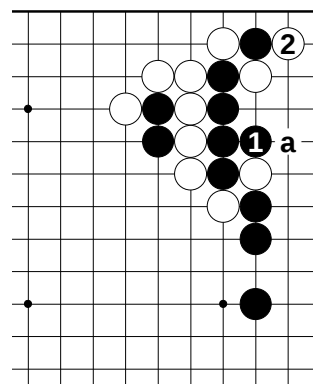
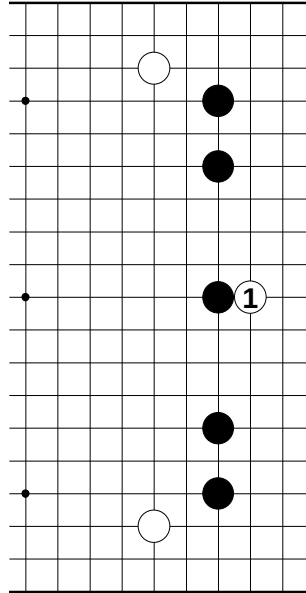


Diagram 12 (A big loss for Black)

To avoid the preceding, Black can replace 7 in Diagram 9 with the circumspect 1 in the present diagram. However, allowing White to play 2 is a big loss for Black. What's more, later in the game White can squeeze Black with a sequence starting with *a*. This is more than Black can stand.

Basic Position Thirteen



WHAT STANCE SHOULD BLACK ADOPT IN REACTION TO THE UNORTHODOX ATTACK AT WHITE 1?

Solid and Thick

The attachment at White 1 seems unreasonable, but how it turns out depends on Black's answer. Take this opportunity to master the proper response.

Proper Black Attitude

White has an invaded Black's area of influence. Capturing the invading stone is unrealistic. Instead, answer with solid, thick move.

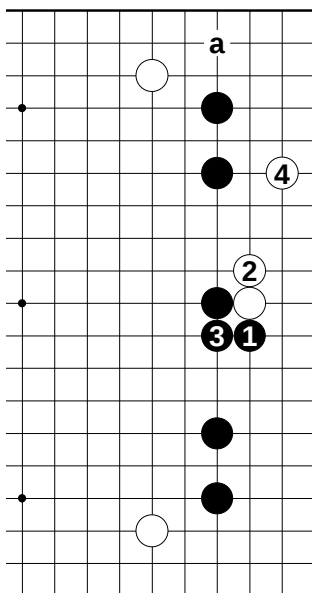


Diagram 1 (Preceding moves)

However you think about this position, it is out of the question for Black to start with anything other than the block at 1 (or 2, which is the same thing). When White pulls back with 2, solidly connecting with 3 is a good move.

White will run out to 4, looking to gobble up as much Black territory as possible. But Black needs to put up with this.

Of course, if Black had a stone at *a*, it would be necessary to have blocked at 2 instead of 1.

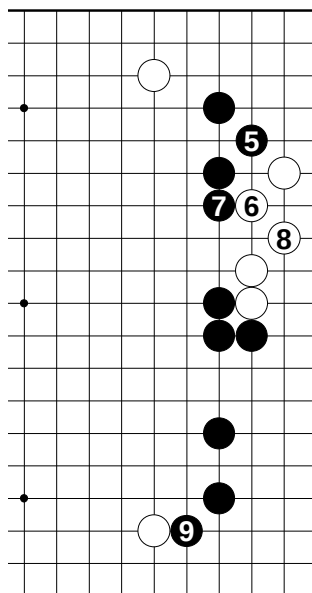


Diagram 2 (Turning to attack)

Continuing from the previous diagram, the diagonal move at Black 5 is an absolute necessity. For White, about the best that can be managed is to live with 6 and 8, so Black gets a chance to turn to attack with 9.

This Black 9 not only attacks White, but plays a big role in completing Black's corner territory. In other words, this follows the ideal pattern of surrounding territory while attacking.

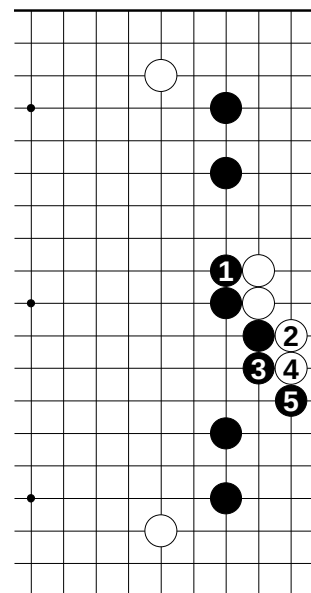


Diagram 3 (Half-hearted)

Playing 1 in this diagram instead of the solid connection of 3 in Diagram 1 lacks conviction. After White *hanes* with 2 and crawls with 4, blocking with Black 5 leaves behind bad potential.

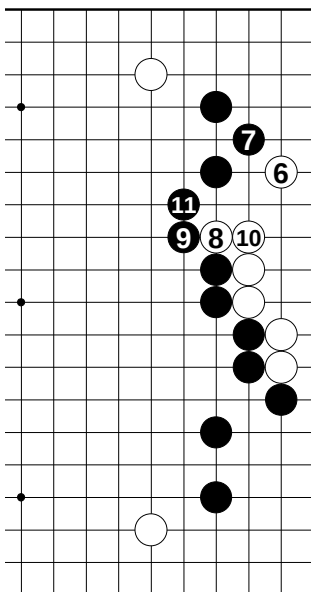


Diagram 4 (Sealed in, but ...)

Again, White runs out with 6. Black responds with 7 through 11 and appears to sealed White in, but...

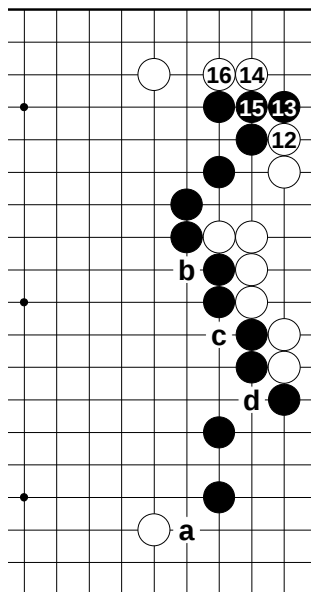


Diagram 5 (Cutting points remain)

White can develop quickly with 12 through 16. After this, even if Black turns to attack with *a*, the cutting points at *b*, *c* and *d* are terrible.

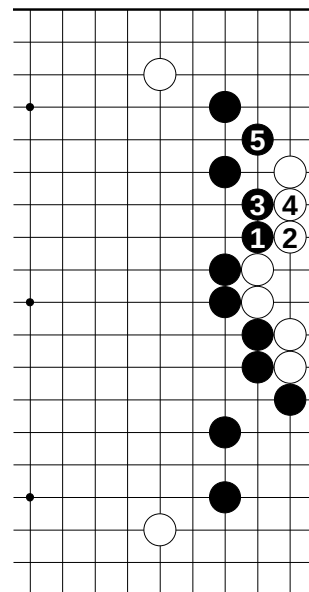


Diagram 6 (A better attempt for Black)

Instead of the diagonal move of 7 in Diagram 4, Black probably does better by decisively forcing with 1.

White needs to live with 2 and 4, and now when Black plays the diagonal move at 5, there are fewer cutting points left behind.

But this result is still not particularly good for Black. That is because...

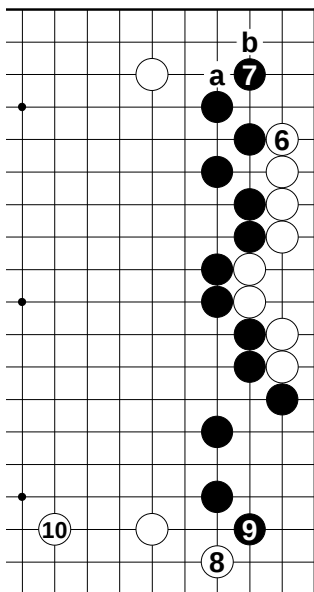


Diagram 7 (White is secure)

After forcing once with 6, White gets to play first on the bottom.

After White settles and makes profit with 8 and 10, the value of Black's thickness has been reduced by half.

On the other hand, if Black skips 7 and turns to attack the bottom first, then White 7, Black *a* and White *b* put Black in a territorial hole for the contest that follows. It's hard to expect a satisfying result.

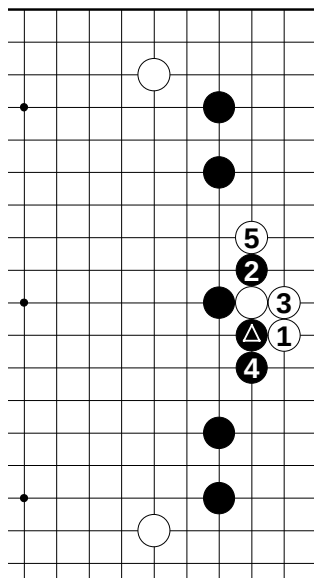


Diagram 8 (Complications from White)

Playing conventionally as in Diagram 1 is not very attractive for White, so complicating matters by answering Black's block at the triangled stone with 1 is a strong possibility.

Giving *atari* with 2 and extending to 4 is a good, practical response for Black. White can try to settle with 5, but...

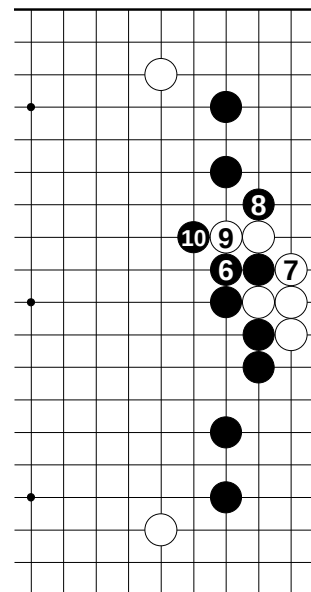


Diagram 9 (A strong response from Black)

Black connects with 6. Then when White links up with 7, Black can rough White up a bit with 8 and 10.

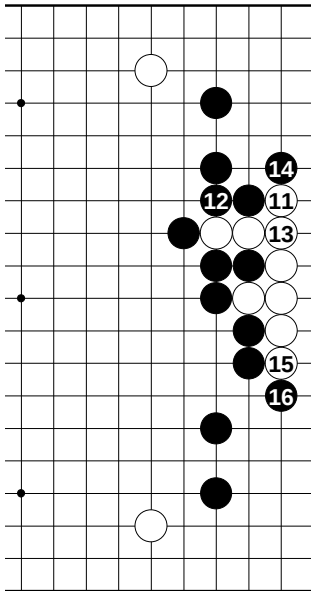
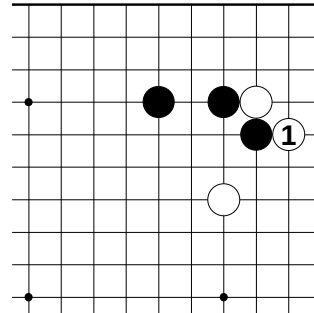


Diagram 10 (White is captured)

Even if White tries to squirm away with 11, it's too late. After Black 16, White is obliterated. It follows then that White 1 in Diagram 8 was a bit unreasonable

Basic Position Fourteen



**WHAT STANCE SHOULD BLACK ADOPT
IN REACTION TO THE UNORTHODOX ATTACK AT WHITE 1?**

A Desperate Stab

White 1 is a desperate stab. There are a number of ways to play – the best choice probably depends on your style.

Proper Black Attitude

In general, it's best to play straightforwardly without straining. However, it's sometimes hard to play straightforwardly...

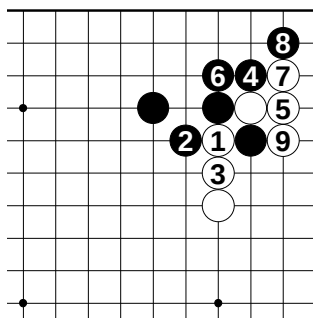


Diagram 1 (Normal play by White)

First let's look at how White really should play.

Instead of 1 in the Basic Position, it's normal to cut with 1 in the present diagram and try to make a *sabaki*. After this, there are a number of ways to play, but the simplest is for Black to play the *atari* at 2 followed by 4 and 6. When White grips the stone with 9, the situation is settled for now.

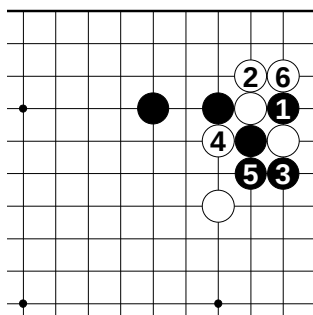


Diagram 2 (Vigorous resistance)

Coming back to the current problem, cutting with Black 1 puts up strong resistance.

Black responds to 2 by gripping a stone with 3, but after White 4 and 6, Black has to worry about the fight becoming complicated. That is, to continue...

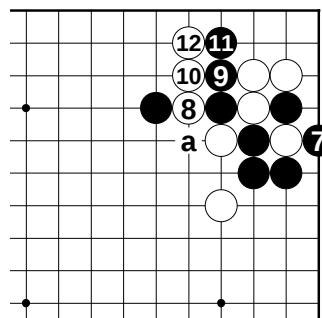


Diagram 3 (Black falls into a trap)

Capturing a stone with 7 is exactly what White wants. The sequence from White through 12 follows, which is a huge failure for Black. Instead of extending with 9 Black should at least play at *a* and squeeze, which lessens the damage.

But at any rate, after Black 7 it is clear that Black has been outwitted. Instead of 7...

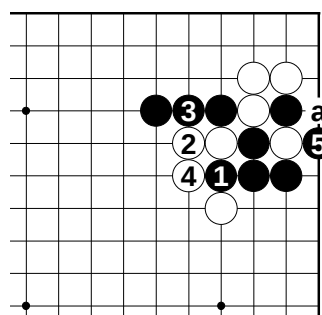


Diagram 4 (Black 1 is good)

Giving *atari* with Black 1 is the correct move. If White captures at *a* instead of defending at 2, then Black captures at 2 and it's clear who has the advantage. Therefore, White has to resist with 2 and 4, but when Black captures with 5, White has no good response.

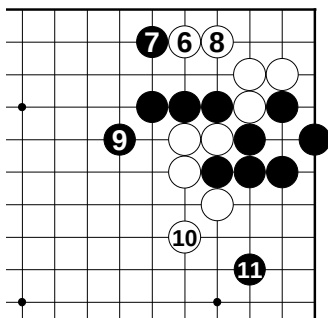


Diagram 5 (Black gets a big advantage)

White can save the corner with 6 and 8, but the diagonal move at 9 is good, combining attack and defense. White makes the hanging connection at 10 and Black defends with 11, with a fine position.

White's corner is not yet completely alive and the center group is thin. White will have a hard time surviving.

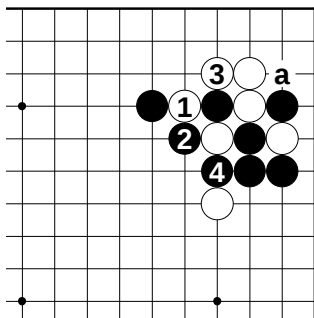


Diagram 6 (Black is better)

Therefore, instead of blocking at *a*, White has no choice but to give *atari* with 1. Cutting at Black 2 is the strongest response and White must capture at 3. Black splits with 4. This, too, is a great result for Black. However, Black must not play at 3 instead of 2.

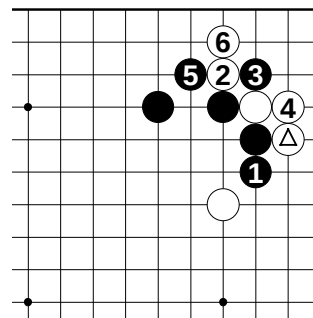


Diagram 7 (Straightforward play by Black)

Extending to Black 1 is a straightforward response to White's *hane* at the triangled stone – let's see how that works out. White's *hane* at 2 is a *tesuji* looking to see what Black's response will be. Black 3 and 5 seem like a natural response, but White descends with 6. After this...

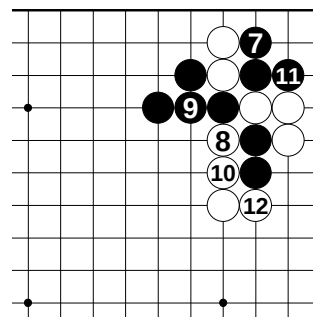


Diagram 8 (Even)

Black must block with 7.

If White wants to play for outside influence, cutting at 8 and capturing 2 stones with 10 is the way. Black can force at 11, and the position is settled for now after White grips the 2 stones with 12. Compared to the variations after Diagram 4, White is in somewhat better shape. What's more...

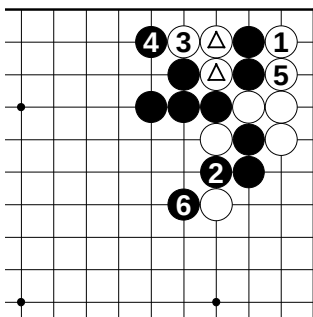


Diagram 9 (White goes for territory)

If White wants to play for territory, then instead of 10 in the previous diagram, the sequence from 1 through 5 in the current diagram is possible. However, Black can take up a thick position with 6 and doesn't stand badly.

But it would be wrong for Black to answer White 1 at 3, capturing the two triangled stones but allowing White to force with 5 then play 2.

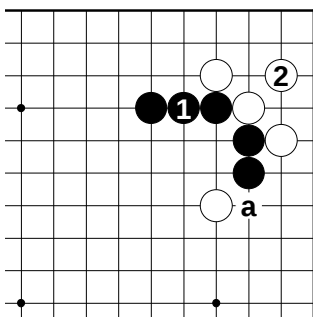


Diagram 10 (Black gets outside influence)

Instead of 3 in Diagram 7, it's probably better to connect at 1 in the current diagram.

White has no choice but to play the hanging connection at 2, after which Black can either take *sente* and play elsewhere, or play thickly at *a*.

Either way, Black gets outside influence.

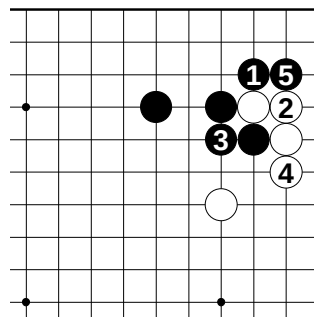


Diagram 11 (A firm response)

Black's firmest defense consists of giving *atari* with 1 and then connecting at 3. If White pulls back with 4, then blocking with 5 gives Black a nice, safe position.

It follows, therefore, that White should try something else instead of 4...

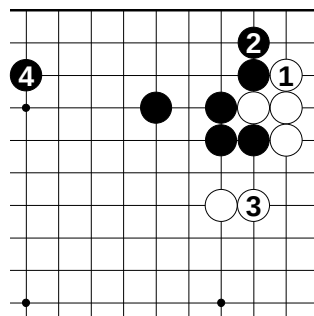
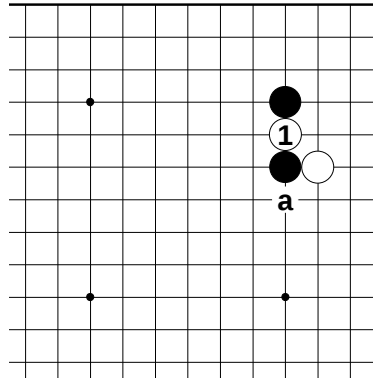


Diagram 12 (Black gets an excellent position)

White can also try forcing at 1 and then playing at 3. But then Black gets a great position by extending to 4.

Basic Position Fifteen



**THE WEDGE AT WHITE 1 IS AN EXTREMELY COMPLICATED MOVE.
WHAT'S THE STRONGEST REPLY FOR BLACK?**

A Complicated Move

Instead of White 1, the *hane* at *a* is *joseki*, but Black must know how to reply to 1 as well. There are ladders that must be considered.

Proper Black Attitude

Responding with the most forceful move can gain Black a big profit. But there is also a safe alternative.

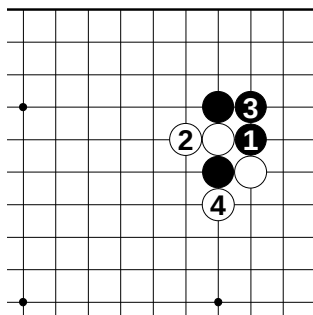


Diagram 1 (A safe approach)

If Black wants to play it safe, cutting underneath with 1 is fine. When White extends to 2, Black connects with 3. What happens next depends on whether or not the ladder works after White 4. If it works ...

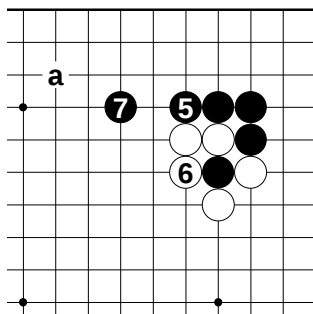


Diagram 2 (Position is settled)

When Black plays 5 and 7 the position is settled for now. However, White can “tickle” Black’s position with *a* later, so it’s hard to think that this is the very best that Black can do.

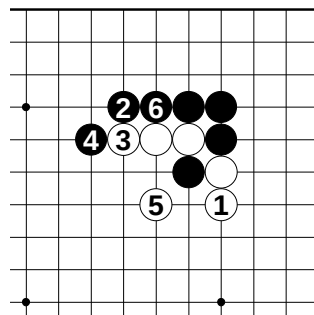


Diagram 3 (If the ladder is bad for White)

If the ladder is bad for White, then pulling back with White 1 is the only move. Black 2 and 4 are nice moves and the result after 6 is overwhelmingly good for Black.

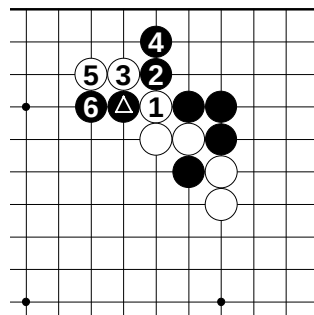


Diagram 4 (White resistance fails)

If White answers the triangled stone with 1 and 3, Black continues with the sequence up to 6 and White accomplishes nothing.

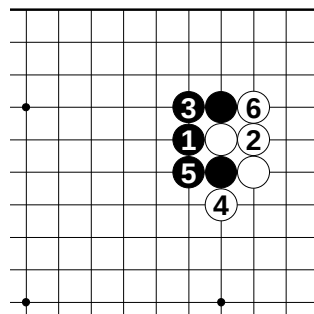


Diagram 5 (Correct answer)

If the ladder does not favor Black, the most forceful response is to give *atari* from the outside with 1 and then connect with 3.

White gives *atari* with 4, then grabs the key spot in the corner with 6.

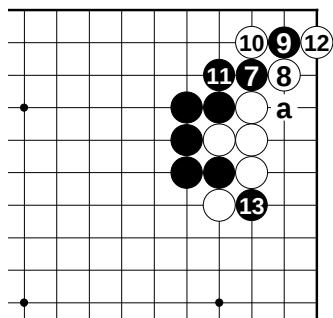


Diagram 6 (Double hane)

Black then plays the double *hane* with 7 and 9, good moves that don't give an inch. When White grips a stone with 12, the cut at 13 is vital. Of course, if White skips 12 and connects at *a* instead, Black plays the descent at 12.

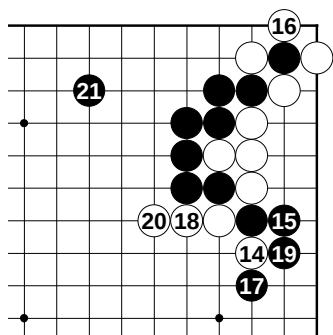


Diagram 7 (Black can fight)

Continuing from the previous diagram, the fighting sequence from 14 through 21 follows as a matter of course. In the final position, White's central stones are a bit thin, so Black has good prospects for the fight that will follow.

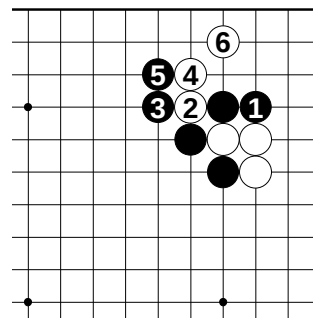


Diagram 8 (Unreasonable for Black)

Instead of the connection at 3 in Diagram 5, it is unreasonable for Black to try to block at 1 in the current diagram. When White cuts at 2, Black is stuck for a move. Giving *atari* from the outside with 3 leads to a dead end after White 6, and ...

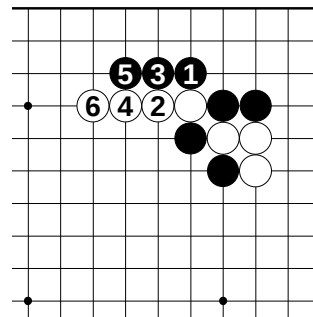


Diagram 9 (Weak-spirited play by Black)

Giving *atari* underneath with Black 1 avoids being crushed as in the previous diagram, but is a spineless way to proceed.

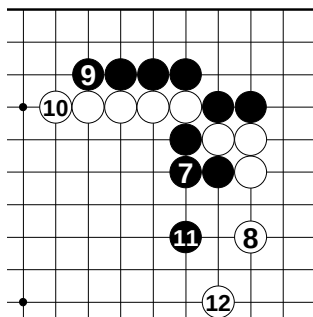


Diagram 10 (Good shape for White)

Black will probably connect at 7 and try to save the center. White plays the sequence starting with 8, getting good shape while attacking Black.

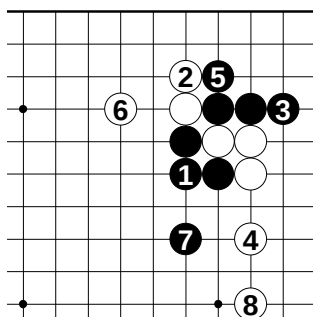


Diagram 11 (Black's group floats)

Finally, instead of giving *atari* with 3 in Diagram 8, Black can try 1 and 3 in the current diagram, but ... Black's corner isn't fully alive, and if White follows the sequence through 8, Black's 4 central stones are floating without a base. White 8 is important ...

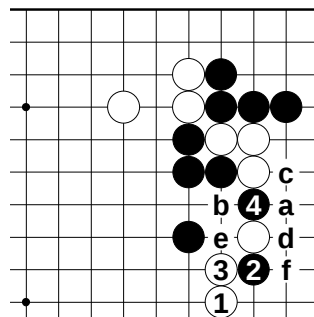


Diagram 12 (A misstep by White)

If White plays a knight's move (instead of 8 in the previous diagram), a pitfall awaits. Black hits at the waist of the knight's move with 2, then wedges in with 4, a good move that's hard to find. No matter what White tries, the three stones will be captured. For example, if White tries to go underneath with *a*, Black responds with *b* and play follows the letters through *f*. White loses the capturing race.

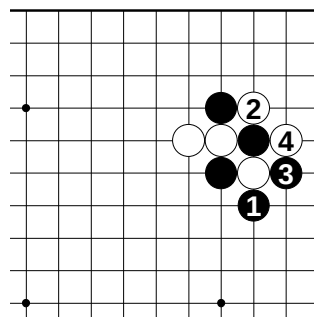


Diagram 13 (Another try for Black)

Returning to Diagram 1, Black can sometimes in special circumstances consider counterattacking with 1 in the current diagram instead of the connection at 3 in Diagram 1. White replies energetically at 2, and ...

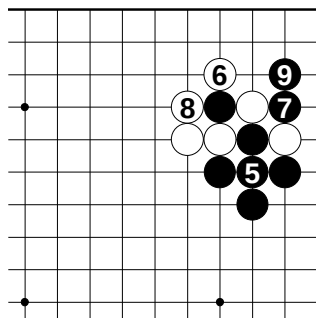
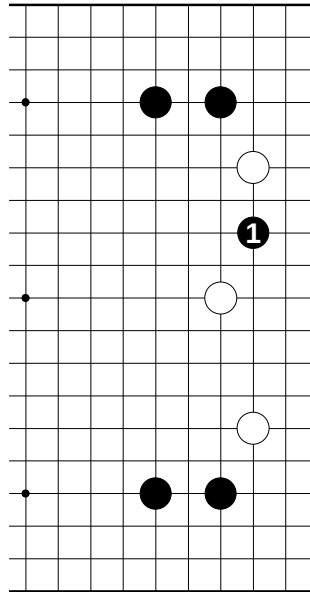


Diagram 14 (An even result)

Black must connect at 5. White grips a stone at 6. Black cuts at 7 and extends to 9. This position is fine for Black, but White has no reason to be unhappy either. At any rate, in most cases the variations from Black 1 in Diagram 5 through 21 in Diagram 7 represent Black's best continuation

Basic Position Sixteen



**BLACK'S INVASION AT 1 SHOULD SUCCEED,
BUT WHAT ARE THE FOLLOWUPS TO SETTLE THE POSITION?**

Don't be too respectful

Just because it's a handicap game, Black can't afford to be too respectful and hold back from every fight. From time to time, you should work up the spirit to invade White's area as with 1.

Proper Black Attitude

Unless you know the proper follow up to the invasion at 1, you may cause more harm than good.

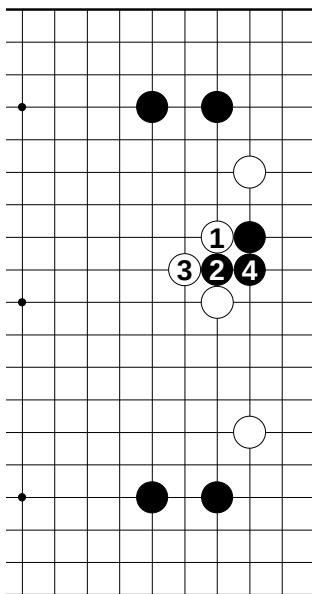


Diagram 1 (Black 2 is a good move)

The most common way for White to respond is with the attachment at 1. If you can play the wedge at 2 in response, you deserve full points.

White has no choice but to give *atari* from the top with 3, and when Black connects with 4 White is left with 2 big cutting points. If Black had just extended to 4 instead of wedging at 2, White would just connect at 2 and have no cutting points to worry about.

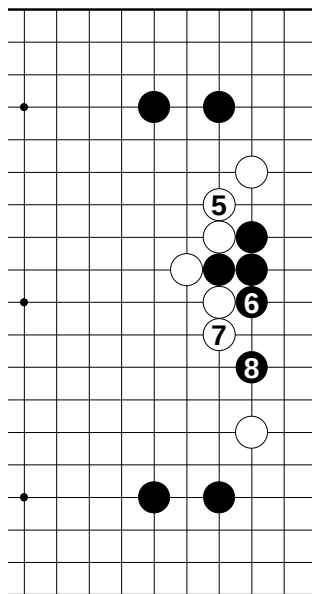


Diagram 2 (Black lives)

Continuing from the previous diagram, pulling back with White 5 is forced. Black plays 6 then jumps to 8, living without difficulty. Black should be greatly satisfied with slicing this large chunk out of White's area. However, while making this profit, Black has also allowed White to create plenty of thickness. Therefore, if the whole board position lets White exploit this thickness, Black should think twice before invading.

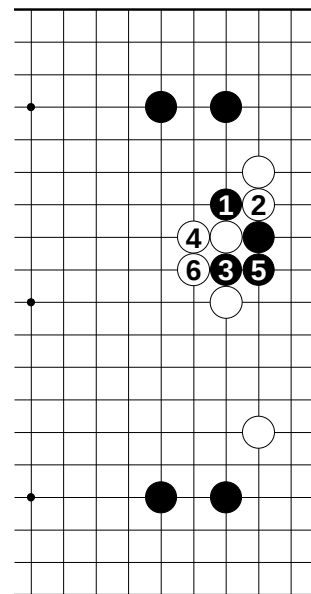


Diagram 3 (A classic non-tesuji)

Instead of the Black wedge at 2 in Diagram 1, playing first at 1 and then 3 in the current diagram is absolutely clumsy, a "vulgar" sequence. After White blocks at 6, Black runs short of liberties.

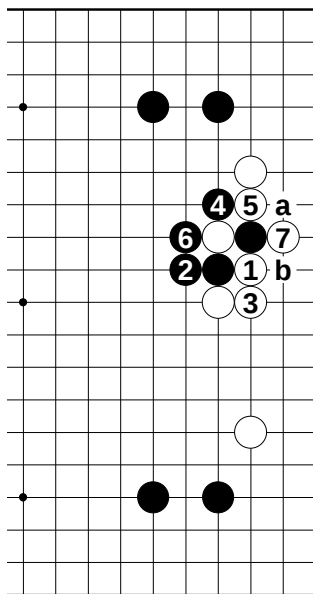


Diagram 4 (Black gets sente)

Instead of blocking at 3 in Diagram 1, White can cut below with 1 and 3. However, in the sequence through 7, Black skillfully builds thickness in sente. If White leaves out 7, Black gets a *ko* with *a* and *b*.

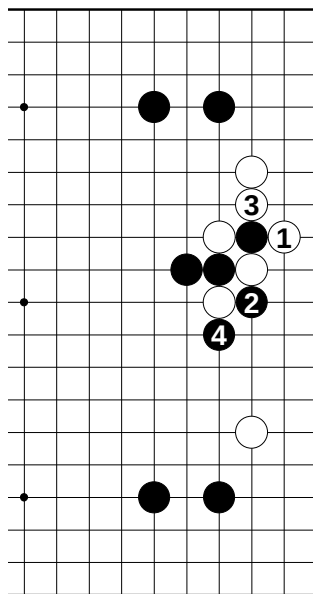


Diagram 5 (Ladder)

If White grips a stone with 1, Black catches a stone in a ladder with 2 and 4. This result is out of the question for White.

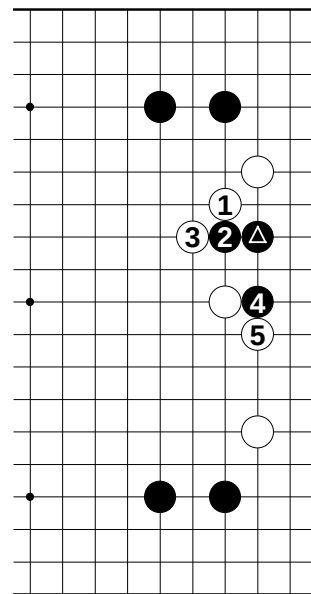


Diagram 6 (Overbearing play by White)

In response to the invasion represented by the triangled stone, White 1 is the most aggressive response. However, Black has nothing to fear. Black can move out with 2 and then attach with 4. This is a settling maneuver worth learning. If White blocks with 5 ...

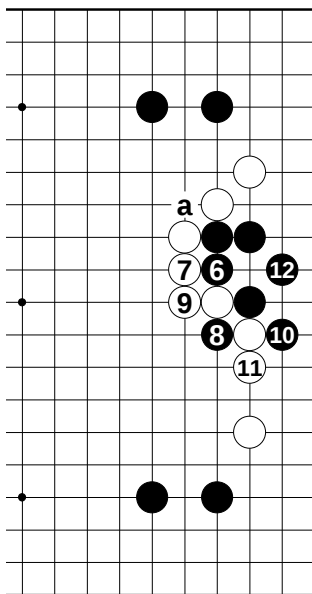


Diagram 7 (Black lives)

Black doesn't need to be subtle here. 6 followed by the cut at 8 are good moves. Then, after giving *atari* with 10 and making shape with 12, Black is completely alive. It goes without saying that, as was the case in Diagram 2, living this way is only profitable if the whole board position is such that White can't make much use of the outer thickness being created.

In the current position, Black can aim for a later cut at *a*, or for moving out with the stone 8.

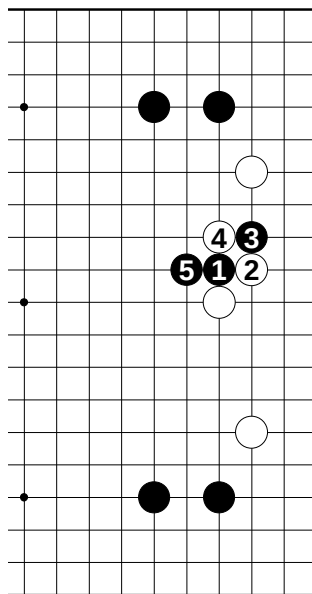


Diagram 8 (A sharp attachment)

Instead of the invasion at 1 in the Basic Position, Black can also attach at 1. If White defends from below with 2 then Black *hanes* with 3 and extends to 5. This position is exactly the result as Diagram 4. What's important is summoning the fighting spirit necessary to get inside White's area. However, if Black plays differently instead of 5...

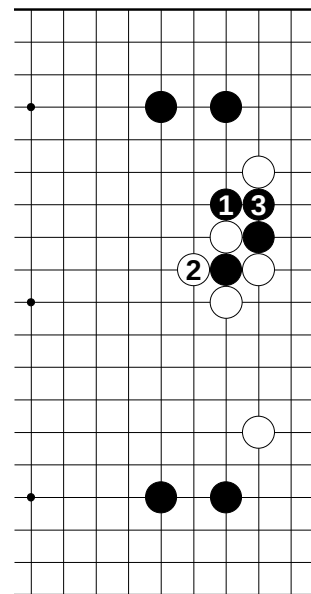


Diagram 9 (Ponnuki)

Playing Black 1 and 3, allowing White the ponnuki with 2, isn't good.

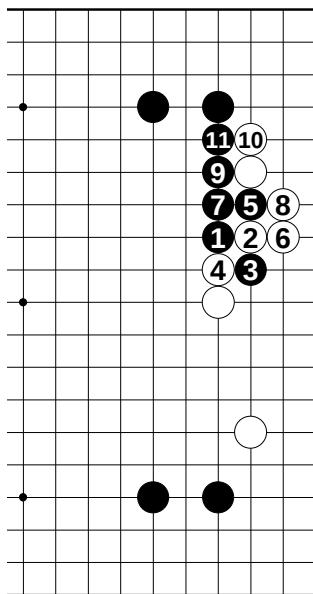
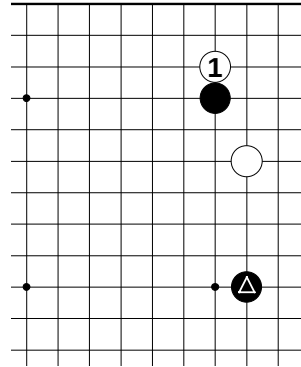


Diagram 10 (Too shallow)

Invading high with Black 1 isn't energetic enough. After White defends with 2, Black's intrusion into White's area is too shallow

Basic Position Seventeen



**WHITE 1 IS AN ATTEMPT TO CONFUSE THE WEAKER PLAYER.
HOW SHOULD BLACK DEFEND?**

Confusing the weaker player

Moves like White 1 are what Black hates to see. But if it's a move you don't see often, it's likely to be unreasonable.

Proper Black Attitude

The triangled stone can participate in the fight, so Black doesn't need to back down. It's necessary to choose the most forceful possible resistance

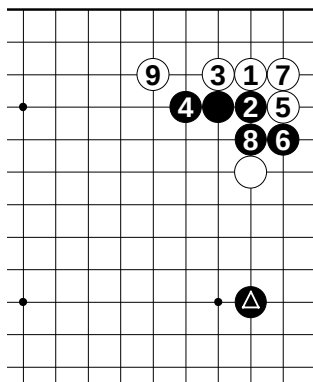


Diagram 1 (Proper play by White)

Instead of 1 in the Basic Position, playing the san-san invasion as in the current diagram is proper play for White. The sequence from Black 2 through the White jump to 9 is *joseki*.

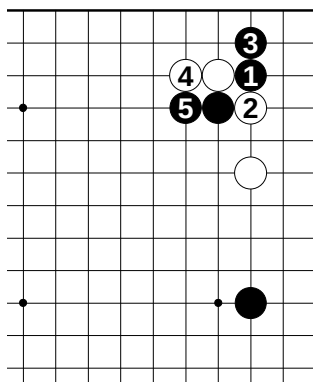


Diagram 2 (Black 1 and 3 are good moves)

To return to the problem set by the Basic Position, blocking with Black 1 is a good move. It's natural for White to start a fight with the cut at 2, but Black has an excellent response in the descent to 3.

If White pulls back to 4, then pushing with Black 5 is vital.

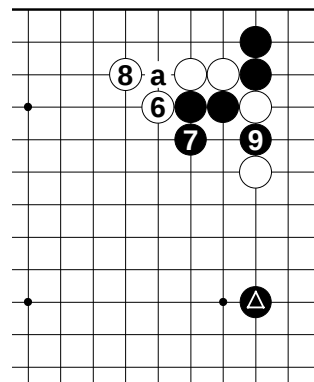


Diagram 3 (Black gets ideal shape)

White has little choice but to resist with the *hane* at 6, but Black can play at 7, which makes an empty triangle, but in this case is a good move that makes a *miai* of *a* and 9.

If White protects the top with 8, then Black grips a stone with 9, creating a perfect relationship with the triangled stone. On the other hand

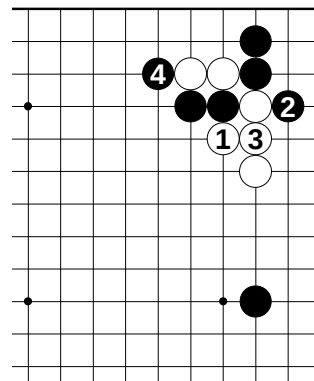


Diagram 4 (If White protects the right ...)

If White makes a tiger's mouth with 1 to protect the right side, Black responds by giving *atari* with 2 then playing the *hane* at 4.

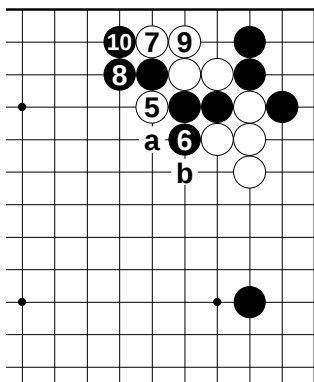


Diagram 5 (White is crushed)

Even if White tries diving under with 7, after Black blocks at 10 the White stones go down for the count. After this, even if White gives *atari* with *a*, Black just extends to *b*, and White gets nothing. If instead White tries giving *atari* with *b* to build up a wall, the loss in the corner is too big.

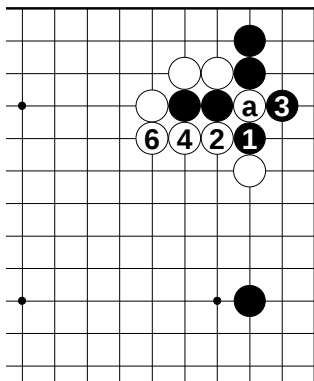


Diagram 6 (Black falls for the trap)

What Black needs to guard against in this sequence is the following: if Black misses the empty triangle of 7 in Diagram 3, and proceeds directly to gripping a stone with 1, this plays directly into White's hands.

White cuts at 2 and gives *atari* with 4. When Black connects with 5 at *a*, White connects at 6 and can be proud of the thickness this sequence has created.

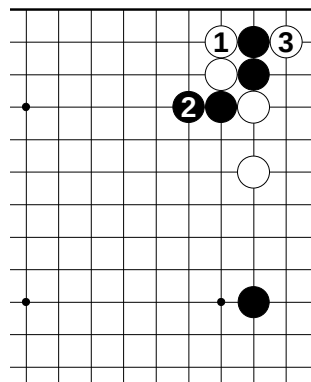


Diagram 7 (White 3 is good)

Instead of drawing back with 4 in Diagram 2, blocking with White 1 is also a forceful move. Now if Black pulls back with 2, the attachment at 3 is a nice tesuji.

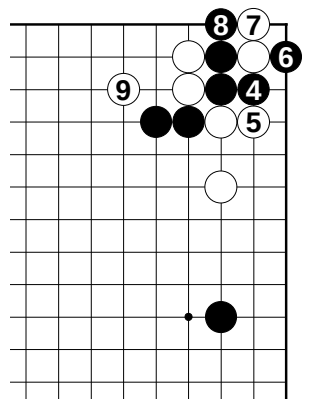


Diagram 8 (Black is captured)

Continuing from the previous diagram, trying to resist with Black 4 is unreasonable. White blocks with 5 and descends to 7, both good moves. Then when Black takes the 2 stones with 8, White jumps to 9.

Black's corner stones die. Does this variation mean White 1 in Diagram 7 is a success?

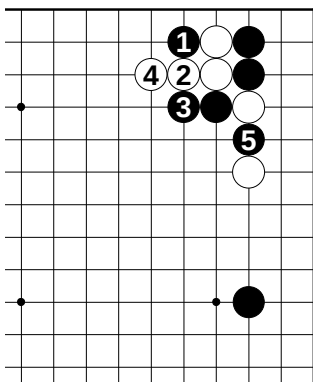


Diagram 9 (Black counterattacks)

Black can counterattack with the attachment at 1. If white comes out with 2, then Black can force with the push at 3 and grip a stone with 5. This is fine for Black.

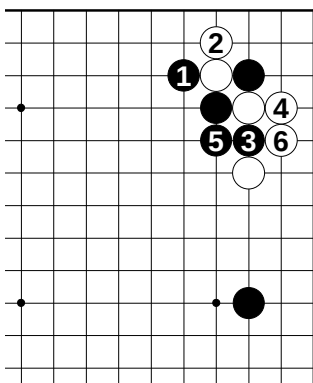


Diagram 10 (Vulgar play by Black)

Let's look at one more variation. Instead of the descent with Black 3 in Diagram 2, suppose Black gives *atari* with 1 in the current diagram. White has no choice but to extend with 2, but now for Black to continue with 3 and 5 is a big failure. Black has no good way to organize his group. Therefore, instead of 5...

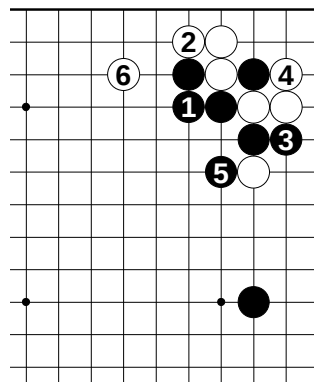


Diagram 11 (White is fine)

It is better for Black to connect as with 1. When White resists with 2, Black can play 3 and 5, gaining a hold on the right side, but only the right side. However, then White jumps out with 6 and has every reason to be satisfied. Black 1 in Diagram 10 is just not a good move.

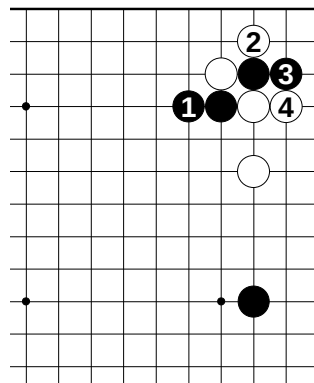


Diagram 12 (Strong move by White)

What if Black draws back with 1? At first, this seems like it would be a peaceful move, but White can put up powerful resistance by first giving *atari* with 2, then blocking with 4. Black is split in two. Continuing after White 4 ...

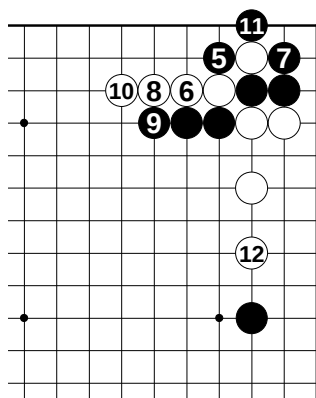


Diagram 13 (Black's group floats)

Black has no choice but to scratch out life in the corner by cutting at 5 and continuing with 7.

Simply pulling back with 8 is a good move for White. Black pushes with 9 then must capture a single stone with 11. White can then play 12 and Black's central group is floating. This is an unpleasant result for Black.

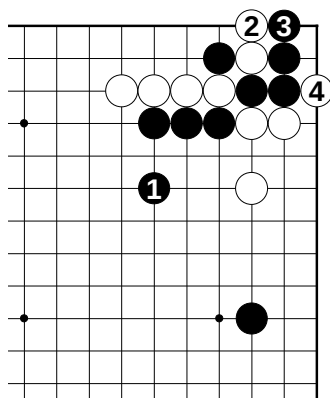


Diagram 14 (Black dies)

So what happens if Black leaves out the capture at move 11 in the previous diagram, and instead moves out with 1? White descends to 2, then plays the *hane* at 4, and the Black corner dies.

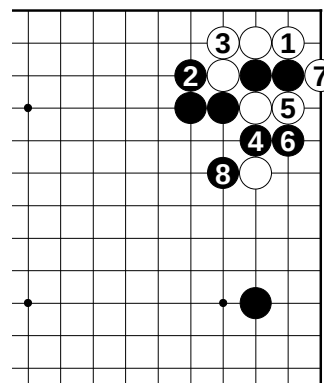


Diagram 15 (The wrong approach for White)

Instead of 4 in Diagram 12, if White blocks at 1 in the current diagram, the situation becomes completely reversed. Black plays the *atari* at 2 and the sequence through 8, getting excellent outside influence.

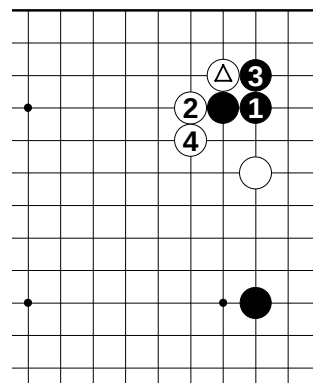


Diagram 16 (White counterattack)

In response to White's attachment at the triangled stone, Black 1 is an attempt to play peacefully. That is, if White now crawls at 3, we return to the sequence in Diagram 1. However, White's *hane* at 2 is very forceful. If Black blocks with 3, then the extension to 4 is a good move. Continuing...

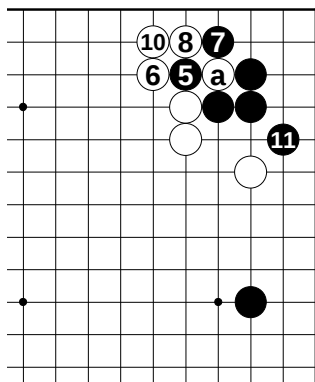


Diagram 17 (Black's position is flat)

About the best Black can do is to capture a stone with 5 and 7, but then White 6 and 8 are strong moves.

After Black connects at a and White connects at 10, Black has no choice but to live with 11. In this diagram, Black's position is flat, low and unsatisfactory.

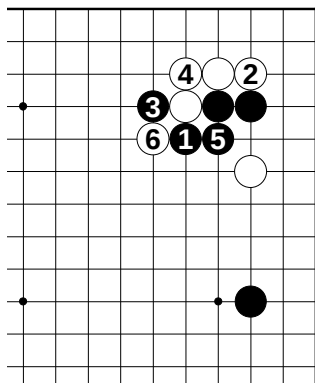
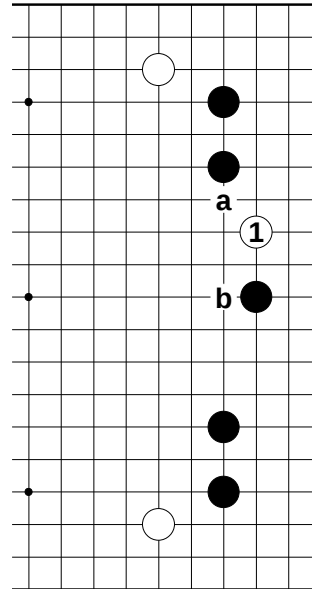


Diagram 18 (Black's shape collapses)

If Black responds to the *hane* at the triangled stone with 1, then White takes charge of the san-san point with 2 and then Black's position falls apart. Black has no choice but to connect at 5, but after White cuts at 6, it's clear that Black's position is not good.

Basic Position Eighteen



WHITE 1 IS A BRAZEN INVASION. HOW SHOULD BLACK ATTACK?

Force White to live small

Under normal circumstances, a strong player would lightly erase some of Black's area with *a* or *b*, but in a handicap game the stronger player often must make moves such as the invasion at 1, which is a bit unreasonable.

Proper Black Attitude

It's not possible to actually capture White, but Black should be able to force White to live small and taking the initiative elsewhere is a clear plan.

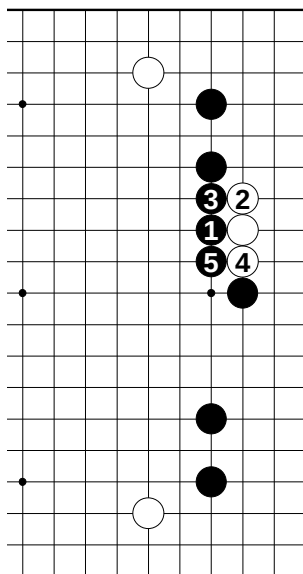


Diagram 1 (A thick course of action)

Attaching with Black 1 is a good start. In response, extending to 2 and bumping up against a stone with 4 is about the best White can do.

Blocking with 5 is the most straightforward continuation for Black, a good, thick course of action.

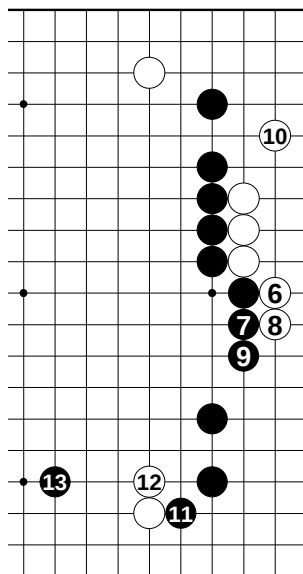


Diagram 2 (Black turns to the attack)

When White *hanes* with 6, Black calmly protects with 7 and 9. After Black extends to 9, living with 10 is about the best White can do, letting Black take the initiative and attack the bottom with 11 and 13. This attack is very strong because of the thick, powerful wall Black has just built.

In the sequence starting from 1 in the previous diagram, Black hasn't seemingly put up any kind of resistance, but in handicap go, it's important to play patient, thick good moves like this, that don't leave behind any bad *aji*.

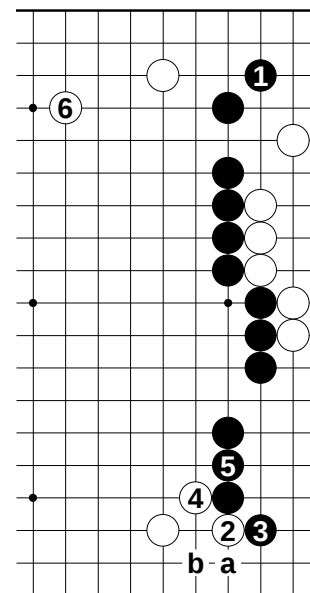


Diagram 3 (White races ahead)

Instead of 11 in the previous diagram, if Black gets lured into answering all of White's moves and defends with 1 in the current diagram, White can play the quick, light sequence 2 through 6. The idea behind White 2 and 4 is that if Black attacks with *a*, White can respond with *b*, looking for ways to make the best of the coming *ko*.

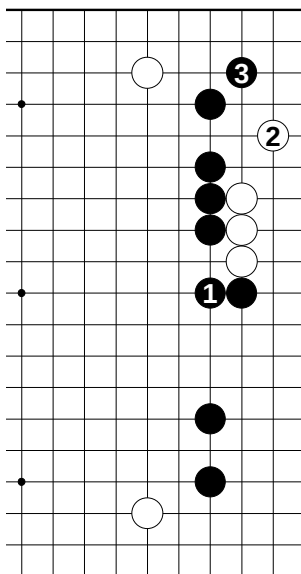


Diagram 4 (Black can resist)

If Black doesn't like the straightforward style of play shown in Diagrams 1 and 2, Black can also extend to 1. If White plays at 2, now Black cannot miss the opportunity to grab the key point with 3.

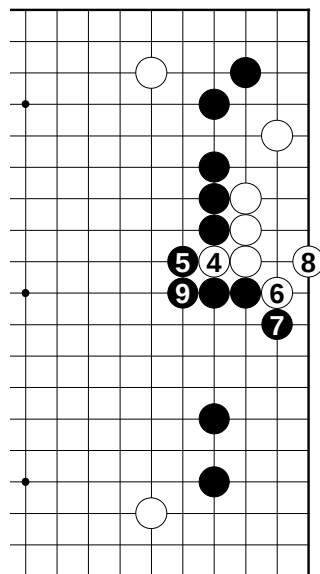


Diagram 5 (Black should not be satisfied with gote)

White must play the sequence from 4-8 in order to live, but Black must repair the hole in his shape with 9. Ending in gote is not satisfactory. Now Black can't turn to the attack with a move like 11 in Diagram 2

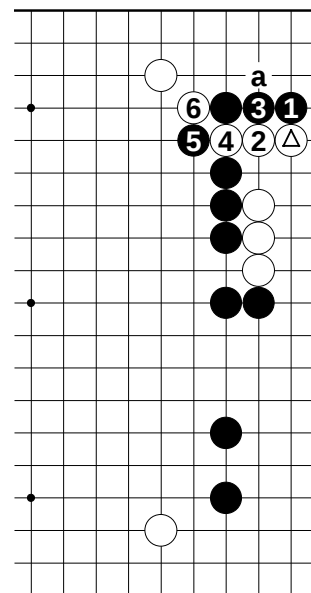


Diagram 6 (Complications)

Instead of the diagonal move at *a*, answering the triangled stone with the attachment at 1 is probably not a good idea for the weaker player in a handicap game.

After White pushes and cuts with 2 through 6, there are many chances for Black to get lost in the ensuing complications. Let's look at best play for both sides ...

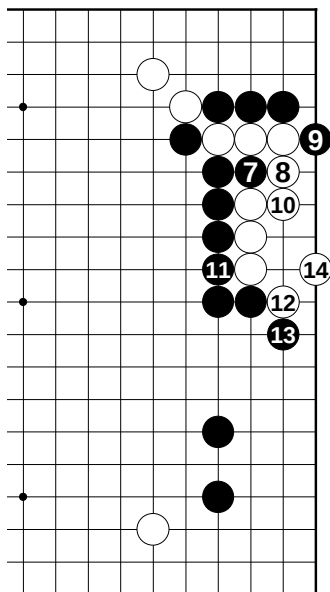


Diagram 7 (Good aji)

The sequence from 7 through the connection at 11 is good *aji* for Black. White can scratch out life with 12 and 14.

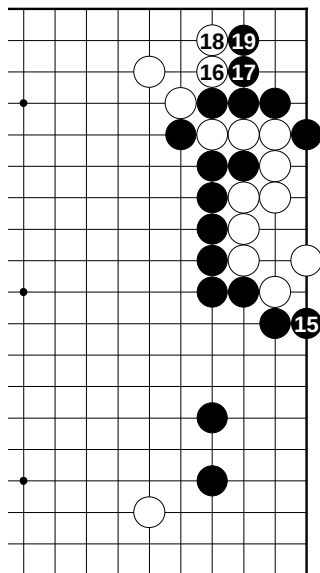


Diagram 8 (A capturing race?)

Continuing, resolving the shape with 15 is a good move for Black. After White 16, it looks like a capturing race is developing, but ...

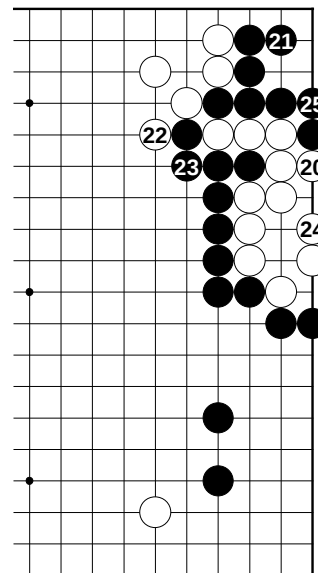


Diagram 9 (Both sides live)

Eventually in the sequence from 20 through 25 both sides live, but Black ends in gote.

What's more, it's unlikely that Black will be able to play through such complicated variations in a handicap game. So Black 1 in Diagram 6 is a dubious move.

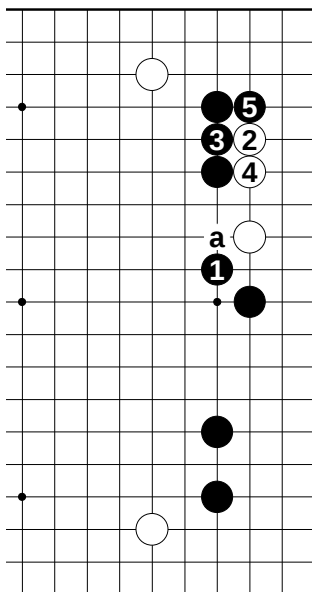


Diagram 10 (Black attacks strongly)

To go back to the original position, playing the diagonal move with 1 is a more severe attacking move than the attachment at *a*. But it's still not possible to capture White. The peep at 2 is a survival tesuji.

Assuming Black connects at 3 and continues with 5

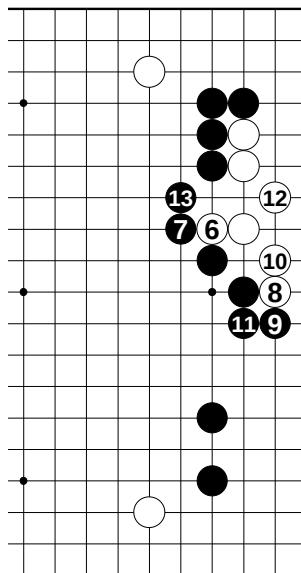


Diagram 11 (Black ends in gote)

After pushing with 6 and attaching at 8, White can live easily. Black has no choice but to block from the outside with 9, and then will need to connect with 11. White 12 ensures life and then Black needs to reinforce with 13, ending in gote.

Comparing the result in this diagram with the result in Diagram 2, this diagram is locally better for Black, but Black has an extra move in Diagram 2.

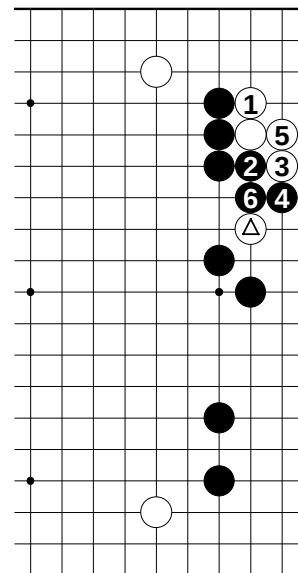


Diagram 12 (White complicates)

Instead of drawing back with 4 in Diagram 10, White can vary by crawling to 1 instead. Now blocking with 2 and 4 is very bad for Black. After connecting with 6 Black captures the triangled stone, but ...

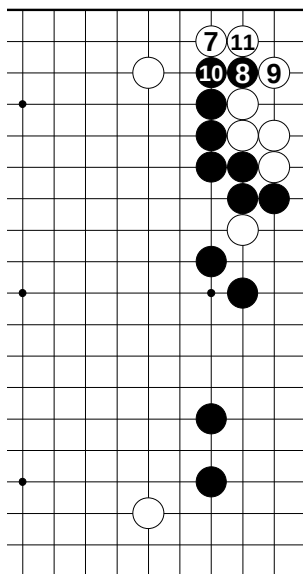


Diagram 13 (White connects)

With 7, White skillfully connects. Trying to resist with Black 8 is futile, as White eventually connects underneath with 11. In this position, Black is obviously overconcentrated, while White's stones are all working together harmoniously. There's no question who has gotten the better of this exchange.

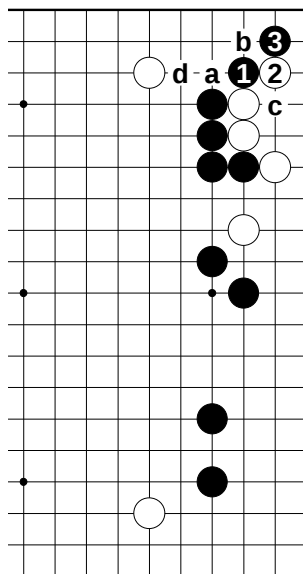


Diagram 14 (Correct play by Black)

Blocking at 4 in Diagram 12 was bad for Black. Instead, Black should play the double *hane* with 1 and 3 in the current diagram. If White cuts at *a*, Black can connect at *b*, and has no worries because now *c* and *d* are miai.

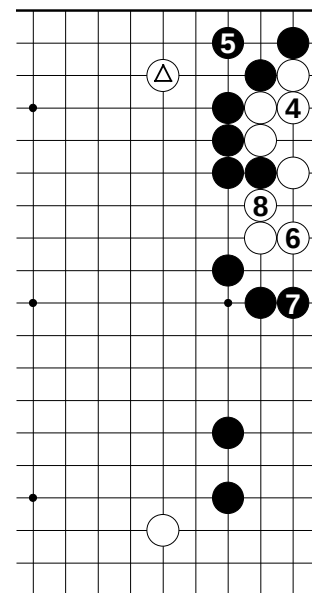


Diagram 15 (A good exchange for Black)

In the end, White has little choice but to accept the necessity to connect with 4, and now 5 makes a good shape for Black.

White has no choice but to live with 6 and 8. Now Black has a choice between turning to attack the triangled stone, or attacking with move 11 in Diagram 2.

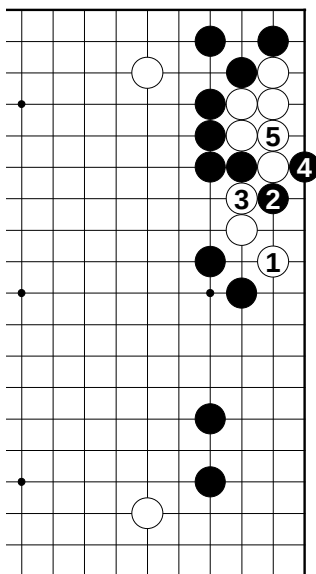


Diagram 16 (White is in danger)

Having to play 6 in the previous diagram is a little hard for White to swallow, but there is no choice. For example, if White tries the diagonal move at 1, Black can *hane* with 2 and then deliver a strong punch with 4.

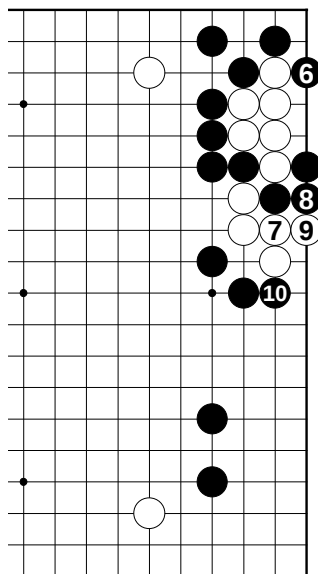


Diagram 17 (White is captured)

Black *hanes* with 6 then connects with 8. When Black blocks with 10, White is obliterated.

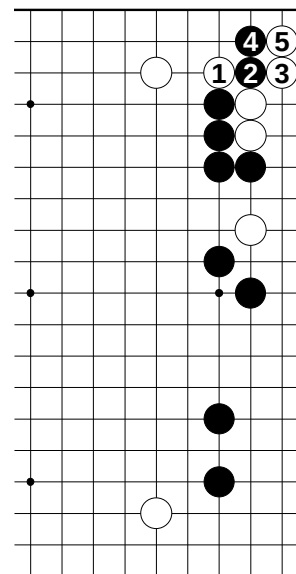


Diagram 18 (Unreasonable for White)

Suppose White wants to avoid the double *hane* in Diagram 14 and *hanes* first with 1. Black can cut with 2, and White's play is exposed as unreasonable. White has little choice but to resist with 3 and 5.

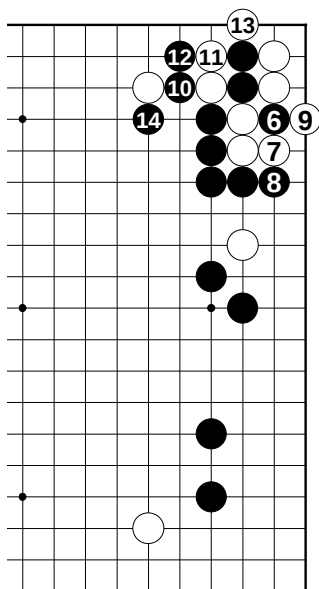
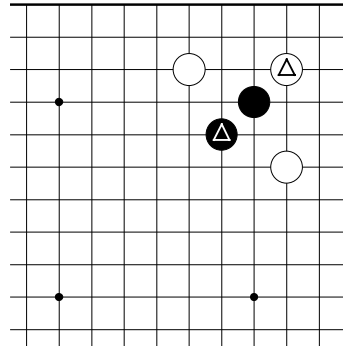


Diagram 19 (Enormous thickness for Black)

Black can force with 6 and 8, then push in with 10 and 12. After 14, Black has gotten a huge advantage.

Basic Position Nineteen



**HOW SHOULD BLACK HANDLE THE SITUATION IN WHICH
HE IS OUTNUMBERED LOCALLY? TAKE UP A LARGE-SCALE POSITION**

Take Up A Large Scale Position

Black has played the triangled stone in response to White's double approach. This is a basic position, and the shape that Black should play is a given.

Proper Black Attitude

First Black has to pick a side to cut off. Then the next move is vital. Rather than fussing about locally, Black should take up a large-scale position.

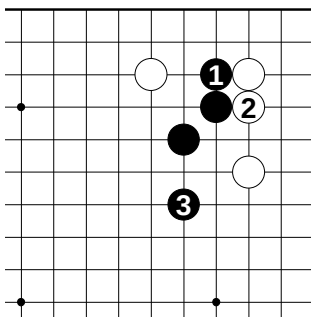


Diagram 1 (Correct answer)

First of all black cuts with 1, and White has no choice but to cross over with 2. Then, playing the one-space jump with 3 is the point of this position. Continuing...

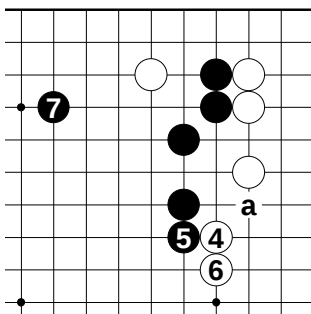


Diagram 2 (Black 7 is a good decision)

White needs to play something like the knight's move at 4 to defend against a Black attachment at *a*. Black can push once with 5. Then taking up a stance with 7 is a good decision. White 4 and 6 are a good shape for White, but given the disadvantage at which Black started (in the Basic Position), conceding this much can't be helped.

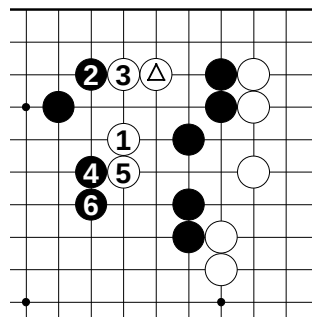


Diagram 3 (White is in dire straits)

Continuing from the previous diagram, White needs to try to rescue the triangled stone, but trying to run away with 1 is painful. Playing the diagonal move with 2 then proceeding with 4 shows good timing. When White pushes with 5, Black quietly extends to 6. Continuing for White...

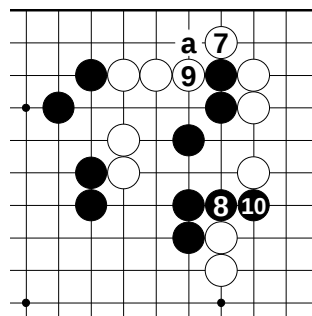


Diagram 4 (Exchange)

There is no way to try to help White's group except the *hane* at 7. However, Black can probe with 8 to see White's response. If White plays 9, Black can push through with 10. Instead of 9, if White responds with 10, then it goes without saying that Black will block at *a*. However, if Black skips 8...

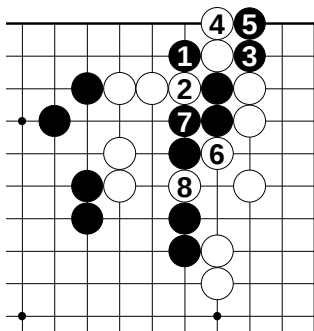


Diagram 5 (Black is captured)

Simply blocking with 1 is a bit dangerous. White cuts with 2 and extends to 4. If Black continues with 5, then after White 8 the Black group is captured.

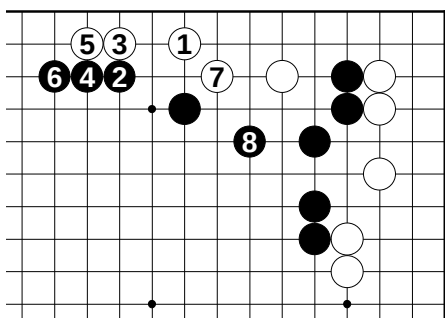


Diagram 6 (White is flat)

Since White 1 in Diagram 3 was a bit unreasonable, perhaps the best try is to run out with 1 in the current diagram. But in response, Black can play the sequence from 2 through 8, forcing White down into a low position.

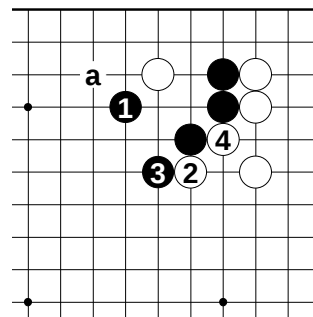


Diagram 7 (Bad for Black)

Instead of 3 in Diagram 1, many players are tempted to play 1 in the current diagram. However, this is a bad move. Letting White play 2 and 4 leaves bad *aji* for Black. Alternatively White might play *a*, which is equally bad for Black.

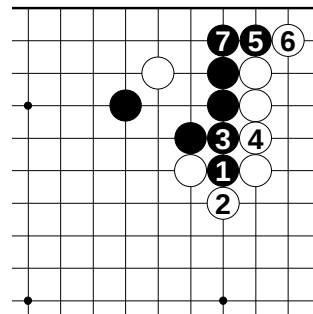


Diagram 8 (Black resists)

The result in the previous diagram is too awful for Black. It follows then, that wedging with 1, and playing the *hane* and connect with 5 and 7 is a bit better for Black. However...

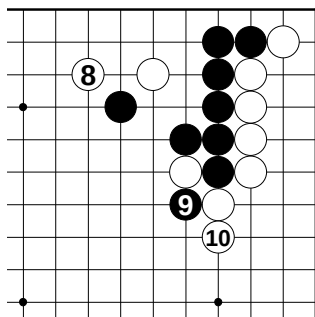


Diagram 9 (White is satisfied)

White can jump lightly with 8. If Black cuts with 9, White just extends to 10 and can be fully satisfied.

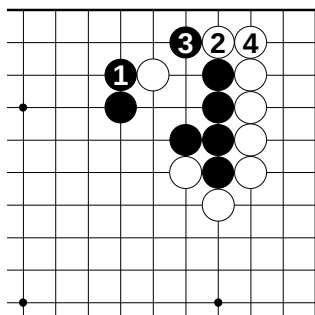
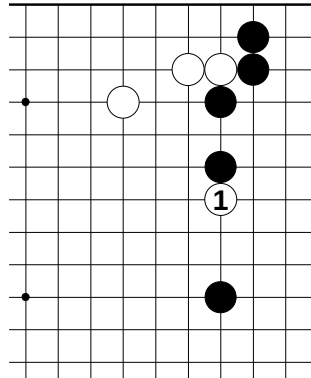


Diagram 10 (Black's shape falls apart)

Suppose Black tries to prevent 8 in the previous diagram by blocking with 1. After White *hanes* with 2 and connects with 4, Black's shape is no good. No matter what, Black 1 in Diagram 7 is a bad move.

Basic Position Twenty



**WHITE 1 AIMS TO CREATE CONFUSION.
HOW SHOULD BLACK RESPOND?**

Creating Confusion

White's attachment at 1 feels a bit unreasonable, but in a handicap game White needs to take such risks.

Proper Black Attitude

It's unreasonable to expect to capture this stone. Instead, Black should look to skillfully attack White.

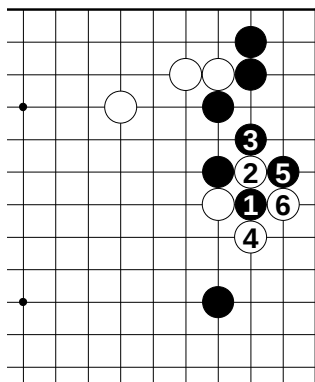


Diagram 1 (Granting White's wish)

White is hoping that Black will *hane* at 1. Then the crosscut at 2 is a good move, and White can fight by giving *atari* at 4 and 6.

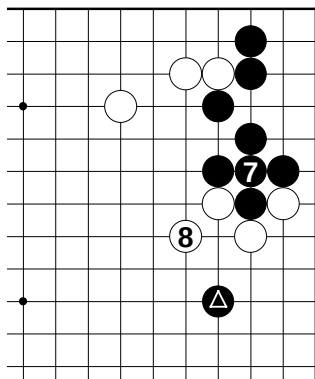


Diagram 2 (White makes sabaki)

Like it or not, Black pretty much has to fill at 7. Then White can make a tiger's mouth at 8, and White's invasion has succeeded. Black's triangled stone is in an awkward position.

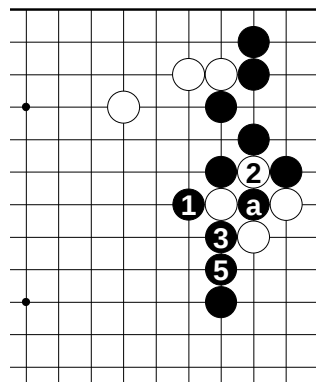


Diagram 3 (Black resists, but...)

In order to avoid the result after connecting at 7 in the previous diagram, Black might try 1 in the current diagram instead, which seems to offer more resistance.

After White captures at 2, Black fights back furiously giving *atari* at 3. White 4 connects at *a*, then Black makes the solid connection at 5, but...

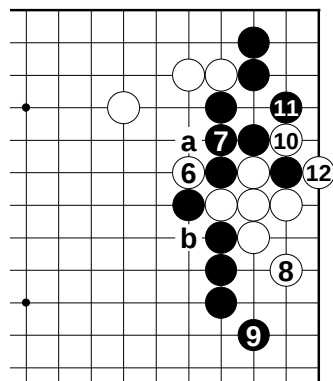


Diagram 4 (Stylish shape for White)

The cut at 6 and the diagonal move at 8 are good moves for White. When Black halts White's advance with 9, White lives by snipping off a stone with 10. After this, White threatens a rather severe block at *a* as well as the cut at *b*, so White is living in good style.

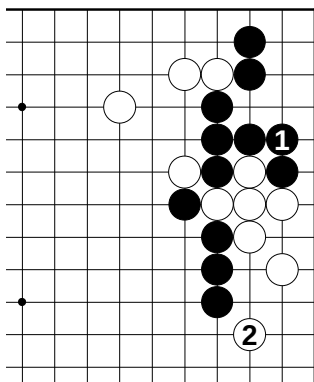


Diagram 5 (A success for White)

However, if Black connects with 1, trying to exert more pressure on White than in the previous diagram, White pokes out with 2, and there is no way for Black to continue the attack.

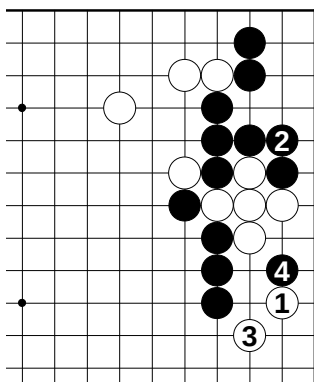


Diagram 6 (White hallucinates)

Instead of the diagonal play at 8 in Diagram 4, it would be dangerous for White to reach one step further with 1 in the current diagram.

Black can connect at 2, then strike at the waist of the knight's move with 4, and White collapses.

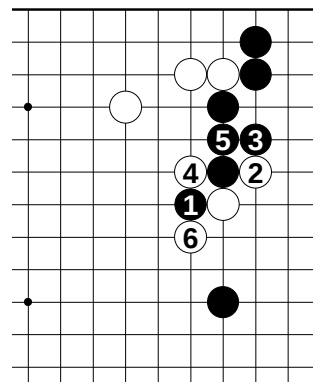


Diagram 7 (Hane from above)

Playing the *hane* from above with Black 1 at first sight appears to be a severe move, but White can *hane* in reply at 2, a good move. When Black blocks with 3, White can give *atari* with 4 and 6, getting a shape from which it will be easy to make *sabaki*.

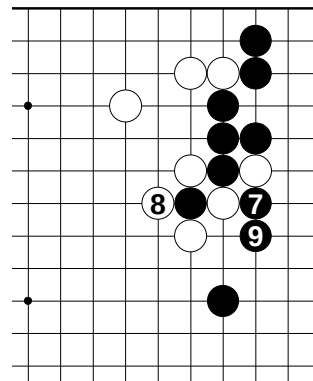


Diagram 8 (A ponnuki is worth 30 points)

Continuing from the previous diagram, if Black cuts below with 7, White captures with 8, making a ponnuki. Black can cross underneath with 9, but White is satisfied to have made a ponnuki in sente.

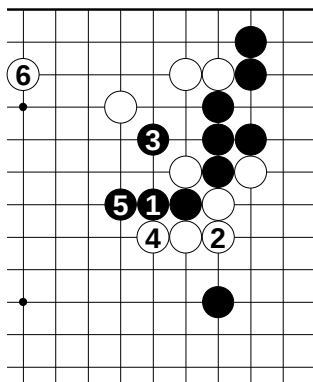


Diagram 9 (White makes sabaki)

To avoid giving up the ponnuki, Black can extend to 1. Then White will connect at 2. If Black reins in the White stone with 3, then White can push with 4, then reinforce his position on the top with 6, settling on both sides. This is a good result for White.

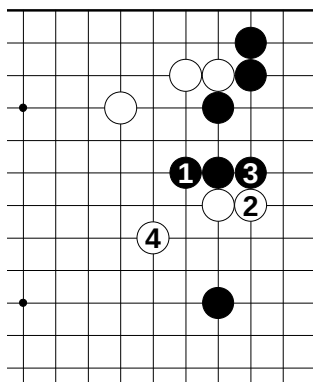


Diagram 10 (Correct attack by Black)

Calmly extending with Black 1 is the right way to attack. White can descend to 2 and jump out with the knight's move at 4. Continuing...

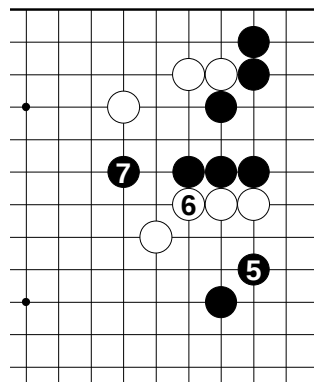


Diagram 11 (Black is in good shape)

Black can attack with the diagonal play at 5, a good move. White needs to connect with 6, and then Black can jump out with 7, with a double attack on the top and the right side.

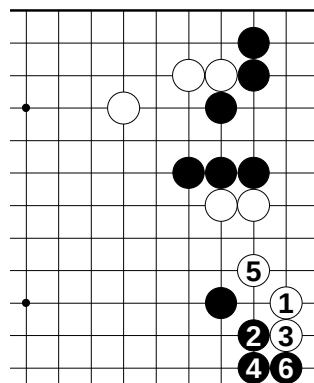
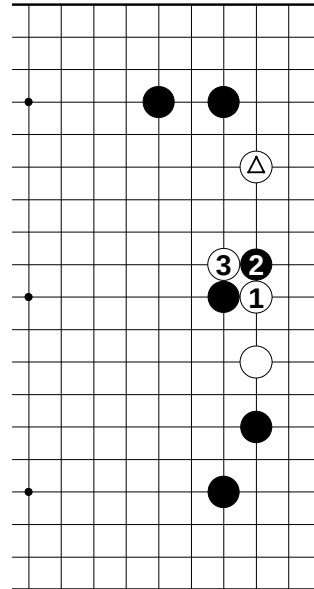


Diagram 12 (A similar result)

White can play a different move instead of 4 in Diagram 10. By sliding to 1, White avoids the attack in the previous diagram. However, Black can play the diagonal at 2 and defend at 4, with a fine position. Black can answer 5 with the block at 6, and should be perfectly satisfied with this result.

Basic Position Twenty-one



**WHEN WHITE ATTACHES AND CUTS WITH 1 AND 3,
WHAT IS BLACK'S BEST RESPONSE?**

The ladder is a weapon

This position comes up frequently in games with handicaps of 6 stones or more. Since the triangled White stone is present, Black should not expect to reap a big profit, but there is a variation that leads to a good position.

Proper Black Attitude

If the ladder is favorable, it should be used as a weapon. Of course, the simplest approach is the best.

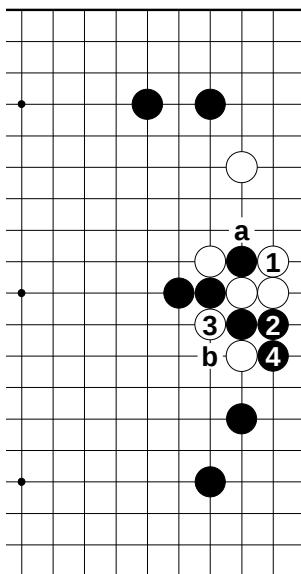


Diagram 4 (Bad aji for White)

By giving *atari* underneath at 1, White is straining to get an advantage, but this clearly leaves bad *aji*.

Black calmly comes down with 2. White can cut with 3, but Black simply bends around with 4.

Now Black is threatening to come out with *a*, so White will doubtless capture there and Black will cut at *b*. This result is not much different from the result in Diagram 3.

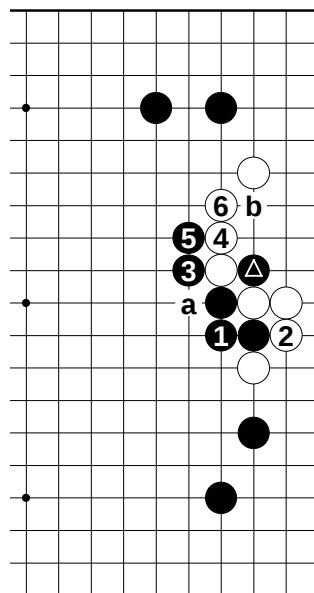


Diagram 5 (Wrong path 1)

Connecting at 1 instead of extending to *a* is not good for Black. Of course White will cross under with 2, and now simply sacrificing the triangled stone with 3 and 5 is a bit sad.

At very least it would be better for Black to attach at 6 instead of playing 5. Then if White responds with *b*, Black gives *atari* with 5 and compresses White's position a little.

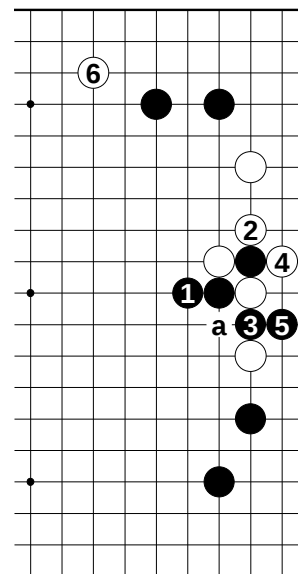
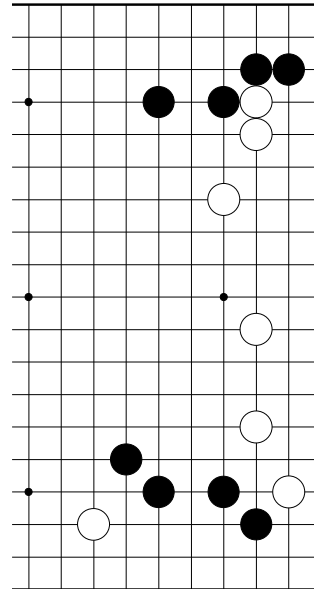


Diagram 6 (Wrong path 2)

Immediately pulling back with 1 is also not good. White will give *atari* with 2, Black gives *atari* with 3 and White makes a ponnuki with 4.

Black now has no choice except to continue with 5, but this lets White turn to the attack with 6. What's more, White still has the possibility of cutting at *a*. Compare this result carefully with Diagram 3.

Basic Position Twenty-two



BLACK WANTS TO TAKE AWAY SOME OF WHITE'S AREA ON THE RIGHT SIDE. CAN YOU FIND A PLACE TO PLAY?

How to take away

White's position on the right looks close to becoming territory, but Black has a move to make against it. You may feel at a loss to find it, although ...

Proper Black Attitude

Invading too deeply would be a mistake here. On the other hand, playing too shallow a move is also wrong. Find the move that's just right.

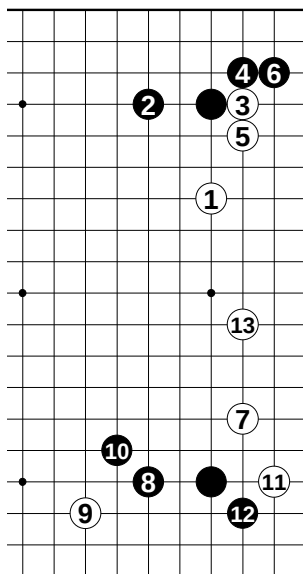


Diagram 1 (Preceding moves)

The Basic Position often arises in handicap go, so it's useful to show the moves that bring it about.

The sequence from White's *kakari* at 1 through 13 contains no bad moves on either side, and plausible thinking on both sides.

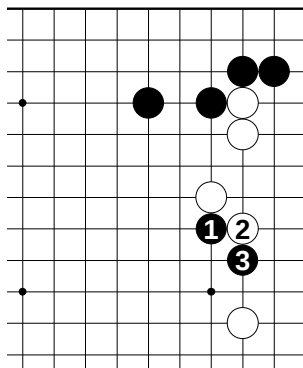


Diagram 2 (Attachment)

The ideal move is the attachment at 1. White's best reply is probably the *hane*

at 2, after which Black's double *hane* at 3 is severe.

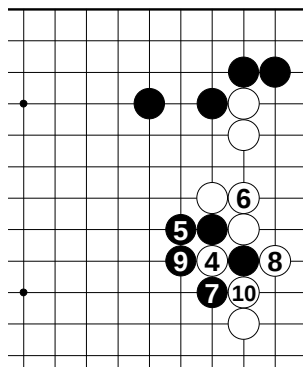


Diagram 3 (Black succeeds)

Black responds to White's cut at 4 by extending to 5. Instead of 5, giving *atari* with 7 and allowing White a *ponnuki* with 5 would be very bad.

If White connects with 6, Black grips a stone in a ladder with 7. White can't leave out 8 and 10, so Black has skillfully gained thickness in *sente*.

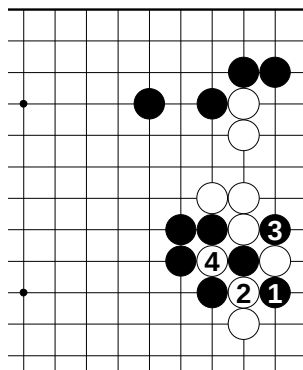


Diagram 4 (Ko)

White can't leave out the *atari* at 10 in the previous diagram. If White doesn't play 10, Black *hanes* at 1 in the current diagram, followed by the cut at 3, getting a *ko*. This *ko* is a potential disaster for White.

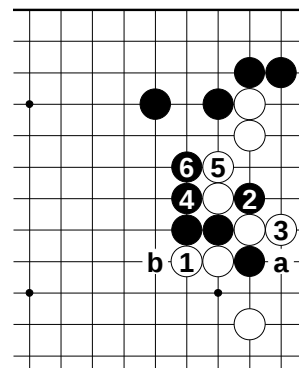


Diagram 5 (White 1 is best)

The result in Diagram 3 is too much of a failure for White. Therefore it seems better to push with White 1 in this diagram. Black's best reply is to force with the cut at 2, then push along with 4 and 6. White can't leave out *a*, gripping the single stone, so Black will be able to play something like the *hane* at *b*, getting a good result. This diagram shows best play for both sides.

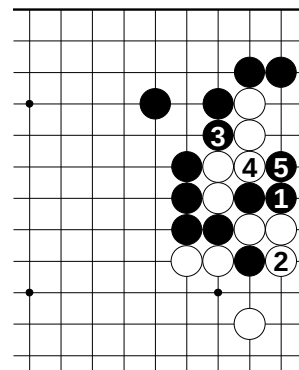


Diagram 6 (White is captured)

Leaving out *a* in the previous diagram leads to disaster for White. After Black blocks with 1 and gives *atari* with 3, White comes to a pitiable end.

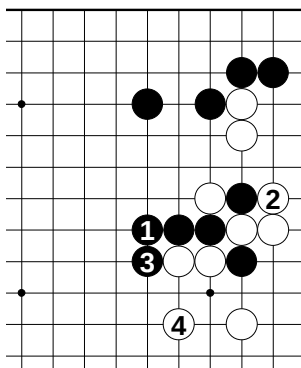


Diagram 7 (Almost as good)

Instead of giving *atari* with 4 in Diagram 5, Black can make shape by extending to 1 in the current diagram. After White grips a stone with 2, Black 3 and White 4 follow naturally. However, compared to Diagram 5, Black has made less of an impact.

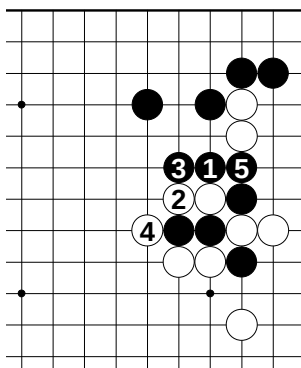


Diagram 8 (Turtle shell)

It is absolutely no good to play 1 then 3 and allow White to take off the 2 stones. This is the so-called “snipping off the tail of the turtle shell.” White’s thickness is superior.

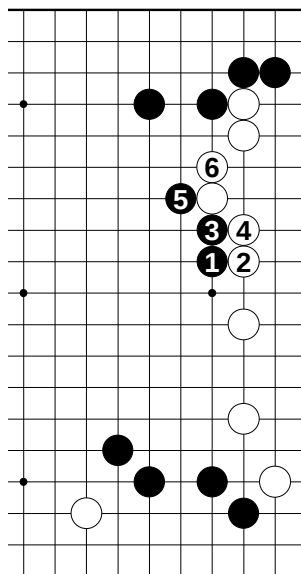


Diagram 9 (Too shallow)

Instead of the attachment at 1 in Diagram 2, the invasion at 1 in the current diagram is too shallow. White just defends quietly with 2 and 4. About all Black can do is *hane* at 5, but one has to wonder what Black is trying to accomplish.

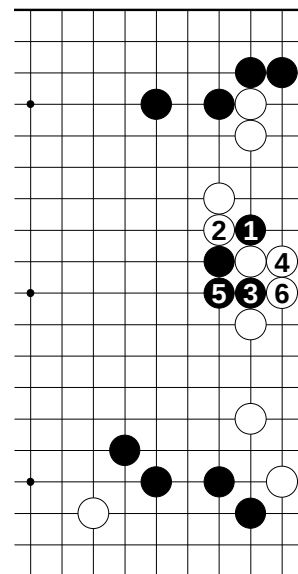
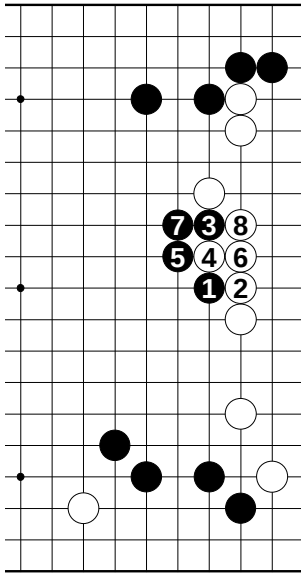
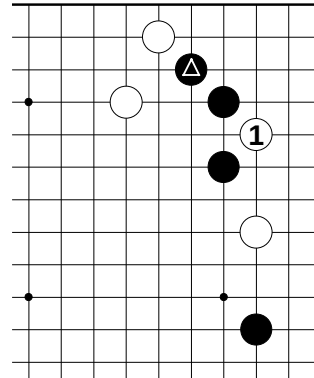


Diagram 10 (Vulgar play)

Playing the *hane* at Black 1 followed by 3 and 5 is no better than the previous diagram. After White crosses under at 6, Black’s 3 stones, rather than helping, have become a burden.



Basic Position Twenty-three



HOW SHOULD BLACK RESPOND TO THE AMBUSH AT WHITE 1?

With a strong spirit...

The peep at White 1 is an attempt to cause confusion. Generally Black should look for simple continuations, but occasionally...

Proper Black Attitude

Make use of the triangled stone to give White a really hard time.

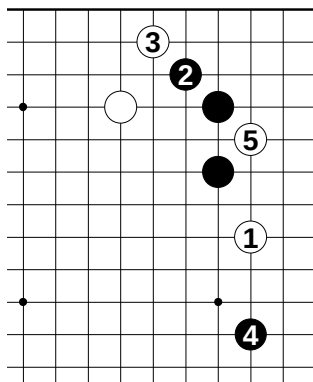


Diagram 1 (Preceding moves)

First, let's look at the moves that bring about the Basic Position. The sequence starts from White's *kakari* at 1 and proceeds through White's *peep* at 5. Instead of 5, the jump to a is more usual.

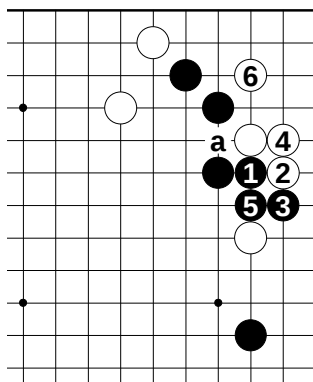


Diagram 2 (Strong attitude 1)

Here blocking powerfully at 1 is a must. It would be out of the question to connect at *a* and let White connect with 1. When White *hanes* at 2, once again showing strong spirit with 3 is the correct move. Of course White will jump to 6, trying to develop some *aji*.

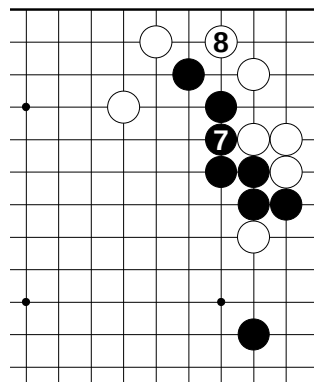


Diagram 3 (Weak attitude)

Looking for a safe continuation with the connection at 7 at first seems like a thick continuation. But after White crosses under at 8, it seems that Black's hard work has gone to waste. Instead of 7, Black should respond vigorously...

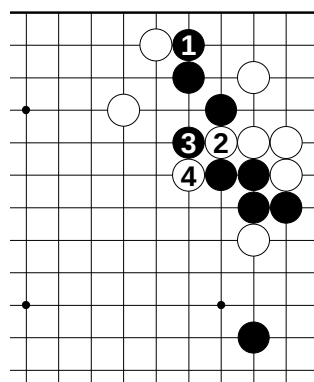


Diagram 4 (Strong attitude 2)

Black has to split the White groups with 1. Of course, in order to play this way Black has to carefully read out the response to White's push and cut with 2 and 4. Let's examine how to deal with 2 and 4.

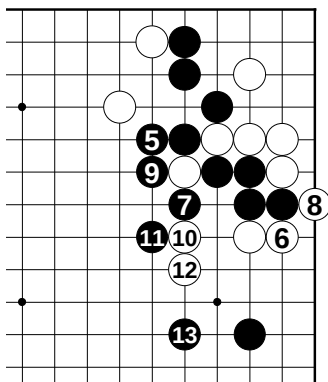


Diagram 5 (Black is thick)

Black 5 is a strong quiet move. If White plays 6 looking to cross underneath, Black should allow the connection and catch a stone in a ladder with 7. White noses out with 10 and 12, but the jump to 13 is enough to give Black a fine, thick position.

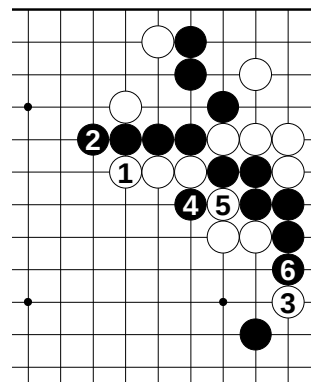


Diagram 7 (Further resistance by White)

White can put up stiff resistance by forcing with one more push at 1, then playing at 3.

However, Black can escape with the *hane* at 4 followed by bumping up against White with 6.

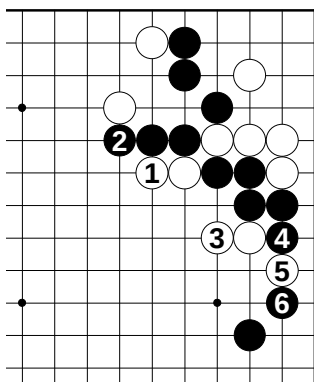


Diagram 6 (White resists)

In the previous diagram, White didn't put up enough of a fight. White can put up a bit more resistance by forcing with the push at 1 and then extending to 3. However the *tesuji* with 4 and 6 is just enough to get Black connected.

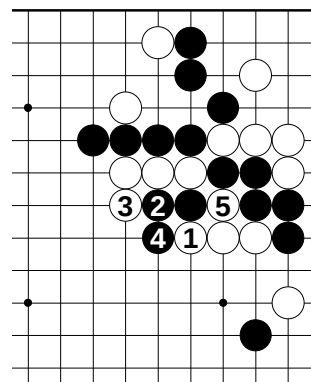


Diagram 8 (More stubborn resistance by White)

White can resist even more stubbornly than in the previous diagram. Instead of cutting immediately with 5 in the previous diagram, White can push with 1 in the current diagram, then bend with 3. This is the most stubborn possible resistance. After Black moves out with 4, then White cuts with 5.

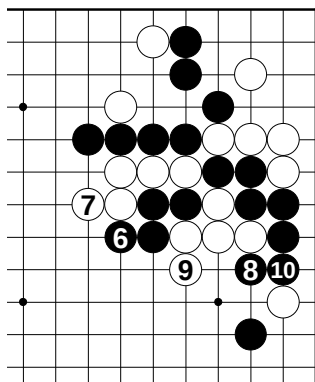
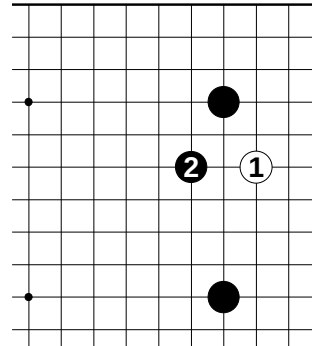


Diagram 9 (In the end, White is crushed)

However, in the end White's resistance does not succeed. After first bending with 6, then playing the *hane* at 8, Black is OK. So it turns out that Black's block at 1 in Diagram 4 succeeds.

Basic Position Twenty-four



**WHAT ARE THE CORRECT CONTINUATIONS
AFTER BLACK ANSWERS WHITE'S KAKARI
WITH THE KNIGHT'S MOVE AT 2?**

A thick move

The knight's move at 2 is a move that's useful for certain special situations. However, if you don't know the correct continuations, you can't use this move effectively.

Proper Black Attitude

The action is within Black's sphere of influence, so Black should fight vigorously. In addition, Black should value thickness more than territory.

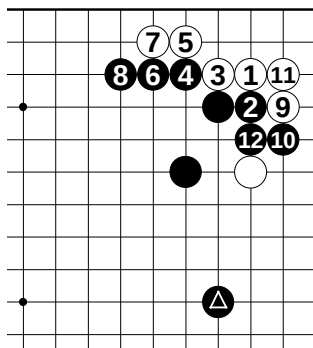


Diagram 1 (White avoids a fight)

White can jump into the 3-3 point in the corner to avoid a direct fight. Because of the presence of the triangled stone, Black should block with 2. If play follows a normal course from 3 through 12, Black should have no complaints about the resulting position.

This sequence is a bit too conventional for White to play, so instead of 5 ...

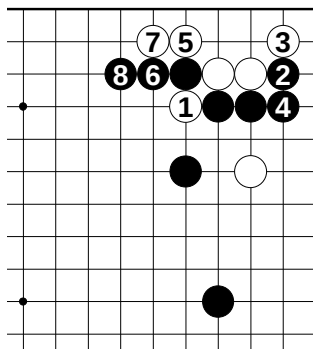


Diagram 2 (A simple continuation for Black)

White may look for complications by cutting at 1. It's important for Black to *hane* and connect in the corner with 2 and 4. White now has no choice but to give *atari* from underneath with 5, and after the extension to 8, the position is easy for Black to play.

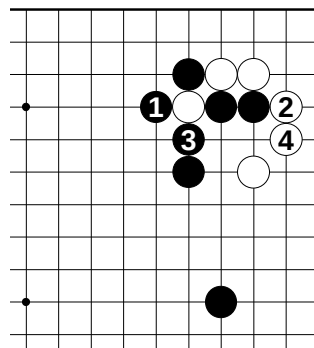


Diagram 3 (White succeeds)

If Black skips 2 and 4 in the previous diagram and grips a stone with 1 in the current diagram, this grants White's wish. After White *hane*s with 2, Black is forced to capture with 3, and White has a fine position after 4.

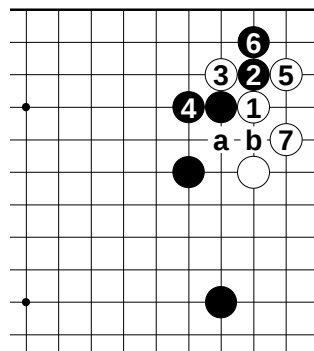


Diagram 4 (A fighting move)

If White wants to fight, the best move is the attachment at 1. Now Black has two options. First, Black can fight with the block at 2. When White cuts at 3, pulling back with Black 4 is the standard move.

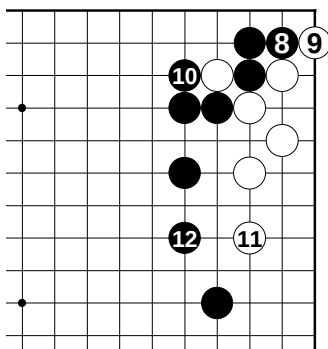


Diagram 5 (Far superior for Black)

After bending at 8, Black plays 10. White can't leave out 11, and Black 12 completes a thick position. In this result, Black's thickness is superior.

Going back to Diagram 4, if Black wants to avoid fighting, then instead of 2 the move is to pull back at 3. If White plays 2, Black plays *a* and White plays *b*.

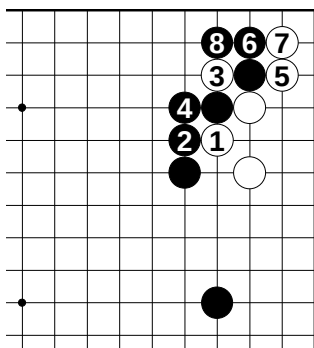


Diagram 6 (A vulgar move)

Instead of cutting at 3 in Diagram 4, forcing with 1 and then cutting with 3 is a vulgar sequence. White then has little choice but to give *atari* with 5 and then play 7. This is a slightly different result than the previous diagram. That is ...

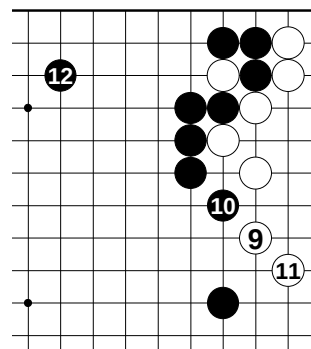


Diagram 7 (Good for Black)

About the best White can do is to take up a position with 9. But now Black 10 forces a response. When White defends with 11, Black has time to extend to 12, an even better result than the previous diagrams.

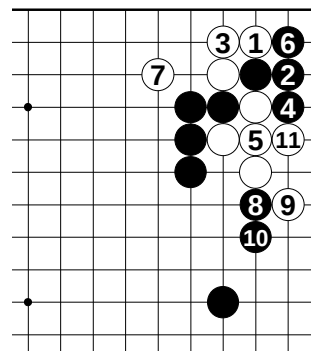


Diagram 8 (White tries getting forceful)

White's aim in playing the vulgar move at 1 in Diagram 6 was to play at 1 in this diagram and steal the corner. If Black plays 2, White connects with 3. Black 4 begins a capturing race and the attachment at 8 is the key point. When White blocks at 11...

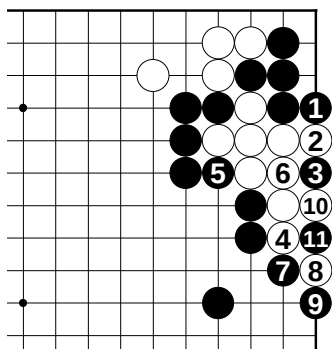
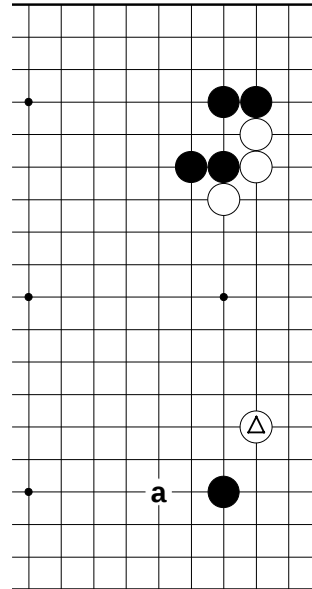


Diagram 9 (A favorable ko for Black)

The descent at Black 1 is a good move for the capturing race. White blocks at 2, but Black can play the attachment at 3. White 4 through 8 is a forceful continuation that brings about a *ko*, but the *ko* is so favorable for Black that this continuation is out of the question.

Basic Position Twenty-five



**IN RESPONSE TO WHITE'S KAKARI,
BLACK SHOULD BE LOOKING TO ATTACK
FIRST ON THE RIGHT SIDE, BUT...**

Attacking first

Defending quietly at *a* is also a good move, but occasionally it's good to throw a scare into White.

Proper Black Attitude

If you're going to attack, the three White stones at the top are the correct target. There is one spot that is the crucial point.

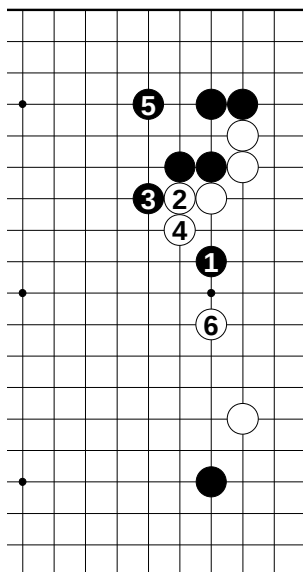


Diagram 1 (The crucial point)

Black 1 is the crucial point for the attack. If Black wants to attack, there is no other place to play.

White has no choice but to push at 2 and bend at 4. Then Black can defend at 5. If White now defends the right side with 6, already Black can be satisfied. However, White's group is still a bit unsettled, so Black can continue ...

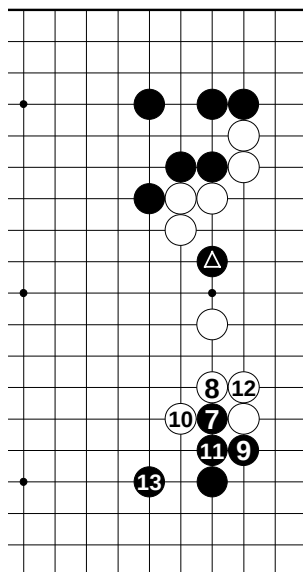


Diagram 2 (Black plays on both sides)

Instead of trying to move the triangled stone and fight, it shows better sense for Black to attach with 7. When White hanes at 8, Black blocks with 9. White pretty much has to fill at 12. After extending to 13, Black can feel good about having taken both the top and the bottom corners. What's more, Black can look for the opportunity to move the triangled stone later.

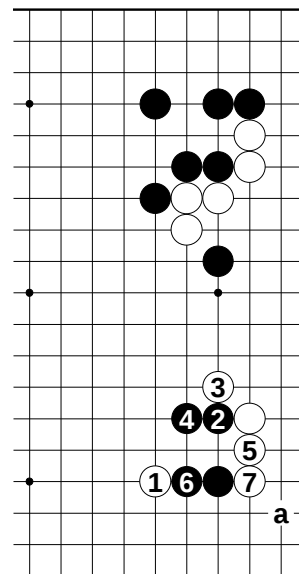
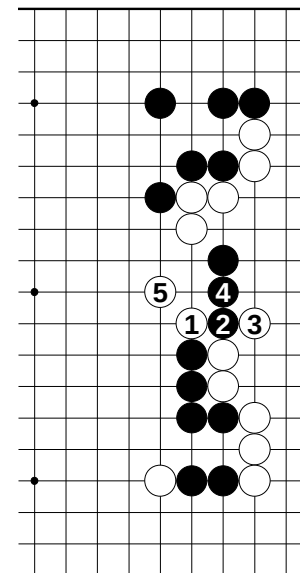
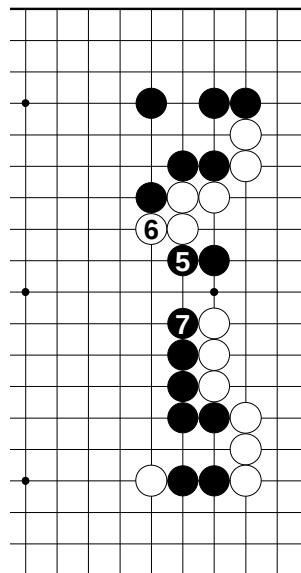
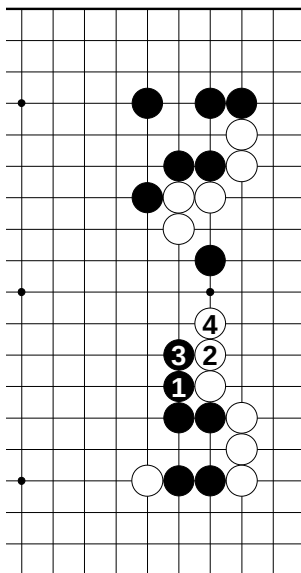


Diagram 3 (White rushes ahead)

Suppose that White, instead of defending with 6 in Diagram 1, rushes ahead with 1 in the current diagram. What should happen now?

Black can quietly play 2 through 6 following the double approach *joseki*. About the best White can do is 7 (the knight's move at *a* is also available).



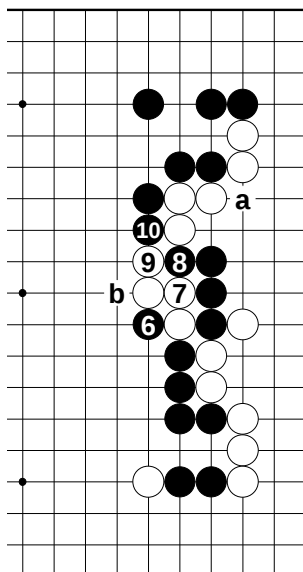


Diagram 7 (White collapses)

Giving *atari* with 6 and moving out with 8 are natural moves. If White blocks with 9, cutting with 10 spells the end. Black *a*, capturing three stones, and *b*, snagging 4 stones in a ladder, are *miai* so White collapses.

It therefore follows that instead of 7, White needs to play at 10, but then Black captures at 7, a big success.

Glossary

aji — potential

atari — “check”; one liberty away from being captured

hane — “bending around” at the end of a row of stones

joseki — standard opening sequence

kakari — approach move

ko — White could take the stone Black just used to capture his stone (or vice versa), but a special prevents this: first White must force Black to answer a “ko threat” elsewhere

kosumi — diagonal play

miai — interchangeable points: if Black takes one of them, White takes the other for a balanced result (or vice versa)

moyo — large framework of potential territory

nakade — dead clump of stones or points

ponnuki — the “four-leaf clover” shape that remains when a stone is captured

sabaki — resilient shape

sente — freedom to take the initiative in the game — not under pressure

tesuji — clever play